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Lime tree ^[4]

Lime,
a [Chess Engine Communication Protocol](#) and [UCI](#) compliant [open source chess engine](#) written by [Richard Allbert](#) in [C++](#), first released in July 2005. Its development started in 2004, influenced by [FirstChess](#) and [TSCP](#) ^[1]. Lime represents the board with a 12x12 [mailbox](#) and [piece-lists](#) ^[2], and features [PVS](#) with [null move pruning](#) and [fractional extensions](#) ^[3]. Lime played the [CCT9](#), [CCT11](#) and the [CCT15](#), and over the board the [CPT 2009](#).

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- [Lime starts to get stronger...](#) by [Richard Allbert](#), [Winboard Forum](#), July 23, 2005
- [Lime_v39](#) by [Richard Allbert](#), [Winboard Forum](#), August 06, 2005
- [Lime_v48](#) by [Richard Allbert](#), [Winboard Forum](#), November 12, 2005
- [Lime_v62](#) by [Richard Allbert](#), [Winboard Forum](#), September 19, 2006
- [Lime_v66 release](#) by [Richard Allbert](#), [Winboard Forum](#), July 27, 2008
- [New Winboard & UCI Engine, Jabba 1.0](#) by [Richard Allbert](#), [CCC](#), December 29, 2009
- [False draw claim by Lime](#) by [Harm Geert Muller](#), [CCC](#), January 21, 2010

External Links

Chess Engine

- [Lime - UCI and Winboard Chess Engine](#)
- [Lime](#) from [WBEC Ridderkerk](#)
- [Lime 66](#) in [CCRL 40/4](#)

Misc

- [Lime from Wikipedia](#)
- [Lime \(fruit\) from Wikipedia](#)
- [Australian lime from Wikipedia](#)
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- [Key lime from Wikipedia](#)
- [Persian lime from Wikipedia](#)
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- [Tilia \(Lime tree\) from Wikipedia](#)
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- [Lime \(color\) from Wikipedia](#)

References

1. [^](#) [Lime - UCI and Winboard Chess Engine](#)
2. [^](#) [Lime_v39](#) by [Richard Allbert](#), [Winboard Forum](#), August 06, 2005
3. [^](#) [lime_66.zip\readme.txt](#) from [Lime - UCI and Winboard Chess Engine](#)
4. [^](#) [Lime tree in Kaditz, lithography](#) by [Carl Wilhelm Arldt](#), around 1840, Source: [Dresdner Neuesten Nachrichten](#), Oktober 22, 2007, Page 16, [Wikimedia Commons](#), [Lime tree in culture - Wikipedia](#)

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