

[Home](#) * [Engines](#) * **Mediocre**



Mediocre is the result of a [chess programming blog](#) written by [Jonatan Pettersson](#). In the blog every aspect added to the engine is described in detail as it develops. Mediocre is written in [Java](#) and as of version 1.0 uses only the [UCI](#) protocol (earlier version used both [UCI](#) and [xboard](#)).

Table of Contents

[Features](#)

[Forum Posts](#)

[External Links](#)

[What links here?](#)

Features

- Written entirely in [Java](#)
- Supports the [UCI](#) and [xboard](#) protocols
- [0x88](#) board representation
- [Late move reductions](#)
- [Static exchange evaluation](#)
- [Static evaluation](#) with [pawn structure](#), [attack tables](#) etc.
- [History heuristic](#)
- [Killer moves](#)
- [Aspiration windows](#)
- [PVS](#)
- [Transposition tables](#)
- [Internal iterative deepening](#)

Forum Posts

- [Mediocre v0.4 released](#) by [Jonatan Pettersson](#), [CCC](#), November 26, 2011
- [Mediocre v0.5 released](#) by [Jonatan Pettersson](#), [CCC](#), July 30, 2012

External Links

- [Mediocre Chess blog](#)
- [Mediocre on Souceforge](#)
- [Mediocre website](#)
- [mediocre - Wiktionary](#)

What links here?

Page	Date Edited
CCT11	Feb 17, 2015
Engines	Mar 10, 2018
Jonatan Pettersson	Feb 7, 2014
Late Move Reductions	Sep 25, 2017
Mediocre	Feb 27, 2015
Recommended Reading	Nov 17, 2017
WCRCC 2007	Nov 21, 2016

[Up one Level](#)