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PICcolino,

a chess engine by [Luca Naddei](#), written in [C](#) and [Assembly](#) for a [PIC24](#) 16-bit microcontroller ^{[1] [2] [3]} at 70 Mhz with 512 KiB of [flash ROM](#) and 48 KiB [RAM](#). It is intended to become the chess playing part of a [dedicated chess computer](#), [communicating](#) via PICs integrated [UART](#) using a protocol which incorporates the [Chess Engine Communication Protocol](#) ^[4]. PICcolino had its over the board debut at the [IGT 2017](#).

See also

- [MicroChess](#)
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- [Discussione: PICcolino](#) by [Luca Naddei](#), [G 6 Forum](#), January 20, 2017 (Italian)

External Links

- [piccolino](#) - Wiktionary
- [Piccolino no Bōken](#) from Wikipedia
- [Poppa Piccolino](#) from Wikipedia
- [Mina](#) - Fly Away, [Piccolino](#) (2011), [YouTube](#) Video

References

1. ^ [16-bit PIC® Microcontrollers](#)
2. ^ [PIC microcontroller from Wikipedia](#)
3. ^ [PIC instruction listings | PIC24 and dsPIC 16-bit microcontrollers | Wikipedia](#)
4. ^ [Discussione: PICcolino](#) by [Luca Naddei](#), [G 6 Forum](#), January 20, 2017 (Italian)

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