

Table of Contents

[Description](#)

[Namesake](#)

[Forum Posts](#)

[External Links](#)

[References](#)

[What links here?](#)

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

SharpChess,

a free [open source chess program](#) under the [GNU General Public License](#) written by [Peter Hughes](#) in [C#](#), running on [Microsoft Windows .NET](#) or [Mono](#). It has its own [GUI](#) and additionally supports the [Chess Engine Communication Protocol](#) and can therefore play against other chess engines using [WinBoard](#) or [Arena](#). An [object model](#) ^[1] may enable other developers to quickly get involved into the project ^[2].

Description

SharpChess uses the [0x88](#) board representation to utilize [PVS](#) within an [iterative deepening](#) framework. The [transposition table](#) is indexed and verified by [Zobrist keys](#), [move ordering](#) considers [hash move](#), [MVV/LVA](#), [SEE](#), [killer-](#) and [history heuristic](#), and beside [quiescence search](#), [selectivity](#) is applied by [adaptive null move pruning](#) and [extending](#) on [checks](#), [recaptures](#) of pieces with same value, [single replies](#), and [pawn pushes to the seventh rank](#).

Namesake

- [#Chess](#) by [Albert Bertilsson](#)

Forum Posts

- [A new SharpChess](#) by [Peter Hughes](#), [Winboard Forum](#), March 25, 2005
- [Move Analysis Tree](#) by [Peter Hughes](#), [Winboard Forum](#), January 05, 2012

External Links

- [SharpChess: Home](#)
- [PeterHughes/SharpChess - GitHub](#)

References

1. [^ SharpChess: Object Model](#)
2. [^ SharpChess: Home](#)

What links here?

Page	Date Edited
Engines	Mar 10, 2018
Sharp Chess	Jun 6, 2017
SharpChess	Jun 6, 2017
Sharper	Jun 6, 2017

[Up one level](#)