

## Table of Contents

[Forum Posts](#)

[External Links](#)

[References](#)

[What links here?](#)

[Home](#) \* [Engines](#) \* **Zevra**

**Zevra**,

an [UCI](#) compliant [open source chess engine](#) by [Oleg Smirnov](#). Zevra is a [bitboard](#) engine applying [magic bitboards](#). Zevra v1.8.4 in March 2018 improved in its implementation of [move generation](#), cleaning code from former [redundancies](#), [tautologies](#) and inefficiencies in [setwise calculation](#) of [sliding move targets](#) <sup>[1]</sup>.

## Forum Posts

- [Tevra 1.6.2 r536](#) by [Norbert Raimund Leisner](#), [CCC](#), November 30, 2017  
[Re: Tevra 1.6.2 r536](#) by [Oleg Smirnov](#), [CCC](#), March 12, 2017

## External Links

- [GitHub - sovaz1997/Zevra: Chesss Programm](#)
- [Zevra](#) at [CCRL 40/4](#)

## References

1. <sup>^</sup> [Re: Tevra 1.6.2 r536](#) by [Gerd Isenberg](#), [CCC](#), January 16, 2018

## What links here?

Page

[Engines](#)

[Zevra](#)

Date Edited

Mar 10, 2018

Mar 12, 2018

[Up one Level](#)