

## ShogiGUI quick tutorial (Windows)

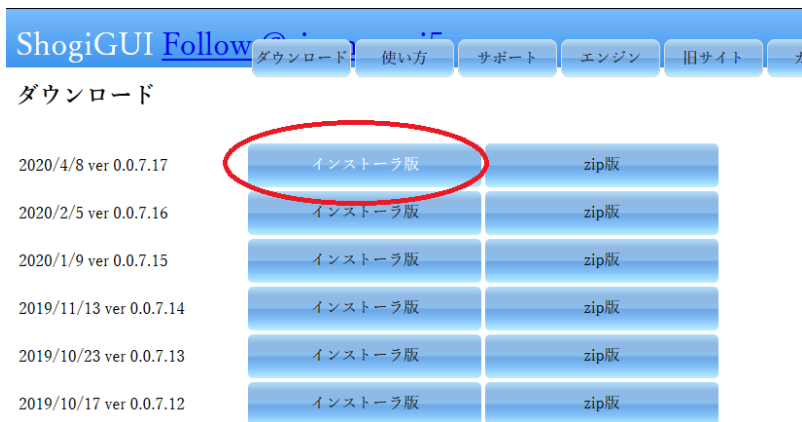
ShogiGUI is a tool for analyzing shogi games through an engine to help find mistakes in gameplay.

### About this doc

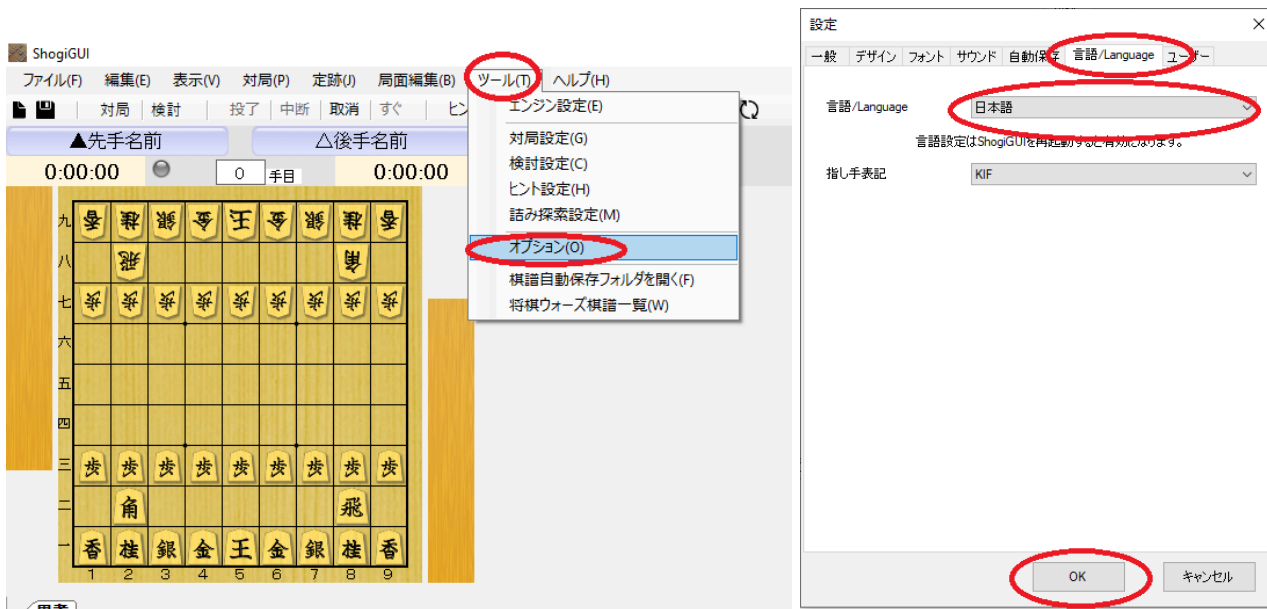
- **Do not use ShogiGUI or an engine while playing a game.** It is cheating and may result in bans and/or hate from everyone. I am not responsible for anything that happens when following this tutorial.

### Set Up

- Download the installer from <http://shogigui.siganus.com/download.html>.



- Installing ShogiGUI should be a trivial task. Open the ShogiGUI app, but don't freak out because of the language. We can switch the language. And these images will show the process.

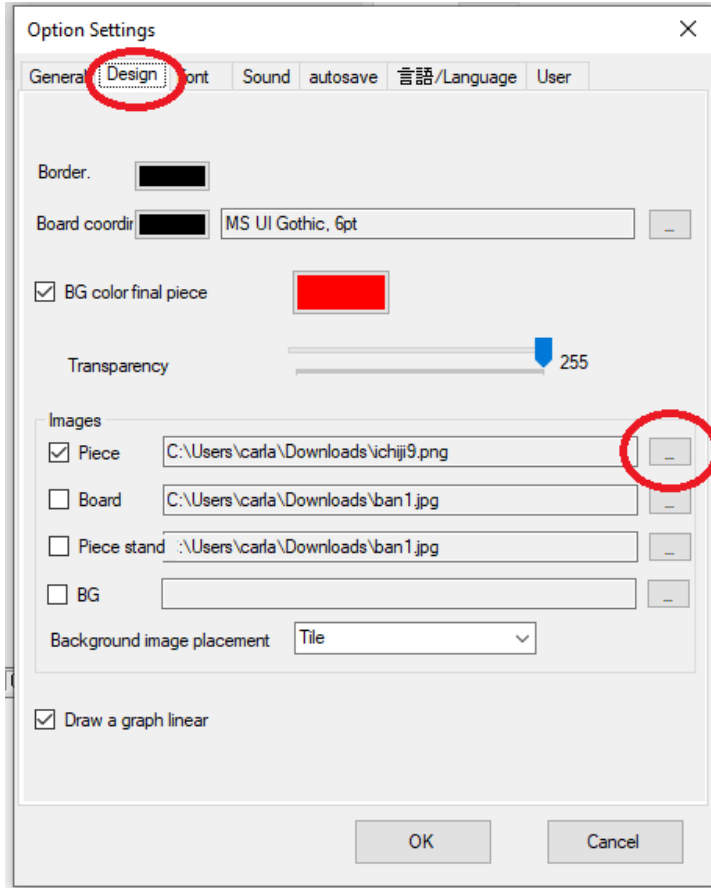


**IMPORTANT:** restart the ShogiGUI program for changes to take effect.

To customize the shogi pieces, download any sprite layout from here:

<https://github.com/Little-Mage/ShogiGUI-piece-sets/tree/master/PNG>

- Go back to options:



- Select the image you just downloaded.

## How to Install an Engine?

### Static Rook engine

- Download and unzip [Suisho vX + YaneuraOu](#)
- In ShogiGUI go to Tools > Engine settings > Add and select YaneuraOu\_NNUE-tournament-clang+-avx2.exe

### Ranging Rook engine [Honey Waffle](#) 4/30/2018

- Download [engine](#) (drive link from git description).
- Download Honey Waffle [latest book](#) and copy paste it to the book folder.
- In ShogiGUI go to Tools > Engine settings > Add and select **HoneyWaffle\_WCSC28\_AVX2.exe**
- Engine settings will pop up. Change BookFile to **user\_book2.db**

### 2-Piece Handicap engine

- Download [Suisho U eval](#).
- Download: [YaneuraOu\\_NNUE-tournament-clang+-avx2.exe](#) (YaneuraOu-vX-windows.zip).
- Copy-paste it to the folder 水匠U(二枚落ち特化) and delete the other exe files.

- In ShogiGUI go to Tools > Engine settings > Add and select the engine exe.
- To play quick games vs it set USI\_Ponder: True and SlowMover: 1.

### Tsume engine [SeoTsume](#)

- Download [SeoTsume-1.2.zip](#).
- In ShogiGUI go to Tools > Engine settings > Add and select the engine exe.
- Go to Tools > Mate settings, select SeoTsume 1.2, and click OK
- To disable **answer arrows** go to Tools > Options and uncheck Consider/Hit arrows
- To use SeoTsume simply click Mate.

### Hisshi engine [Fairy Stockfish](#)

- Download [FairyStockfish largeboard bmi2.exe](#)
- Download Shogi [NNUE eval](#) and rename it to **shogi.nnue**
- In ShogiGUI go to Tools > Engine settings > Add and select the engine exe.
  - Engine settings will pop up. Change EvalFile to **shogi.nnue**
- To disable **answer arrows** go to Tools > Options and uncheck Consider/Hit arrows
- To use, click Consider, select Fairy, and change Time to 10sl

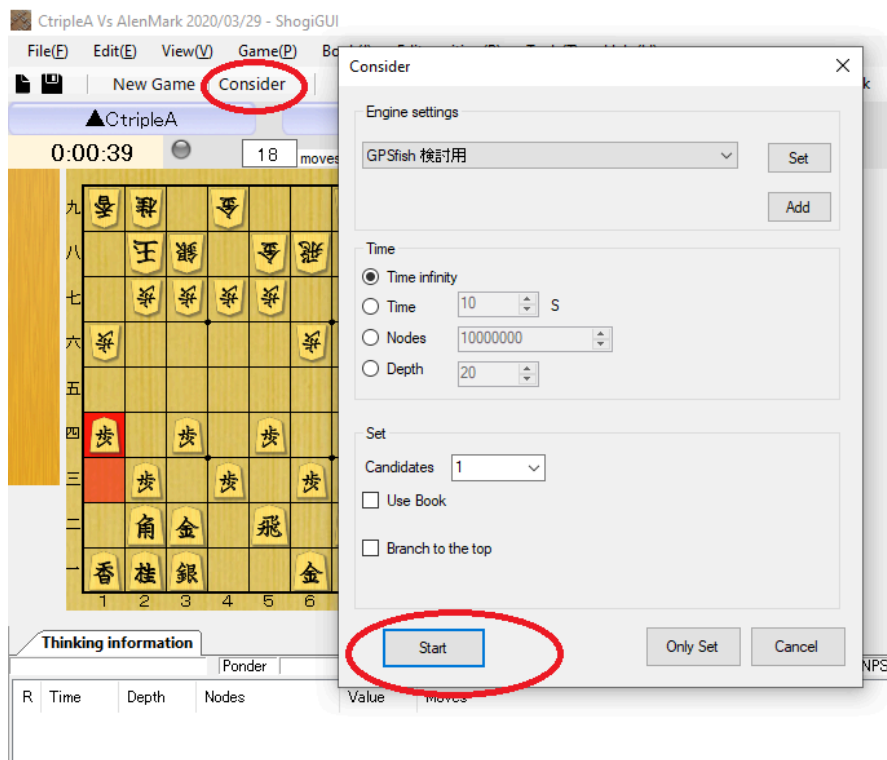
### How to Analyze A Game?

After finishing a game in 81dojo, click these to copy the KIF notation text.

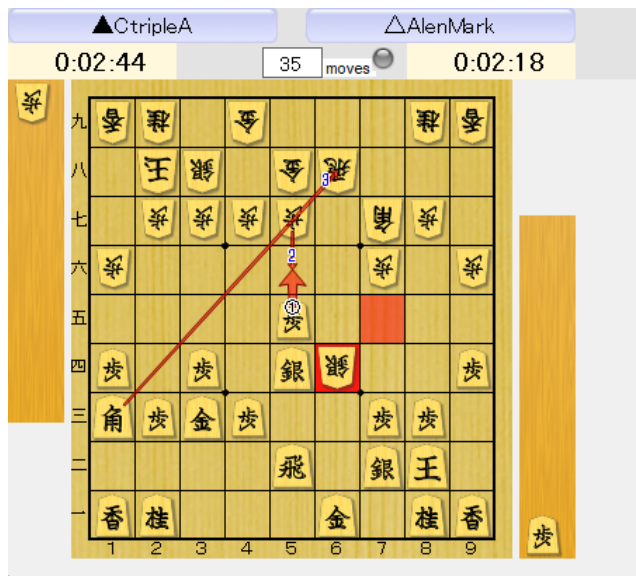


Go back to ShogiGUI, then click Edit > Paste Notation (or simply press Ctrl+V).

To look at the engine's evaluation on a *single* position in the board:



This is what the board should look like now. In this board position the engine is recommending the line P-56 Px56 Bx68.



To analyze the entire game, click Game > Analysis. Setting a time of 5 seconds per move should be enough. Wait for the engine to finish.

notation analysis

Engine settings

GPSfish 検討用

Candidates 1

Time

☒ Time 00:00:05 H.M.S

☐ Nodes 10000000

☐ Depth 10

Range

☒ All

☐ Range 0 ~ 9999

☐ Analysis of this position

☒ Reversed analysis

☒ Add info to comments

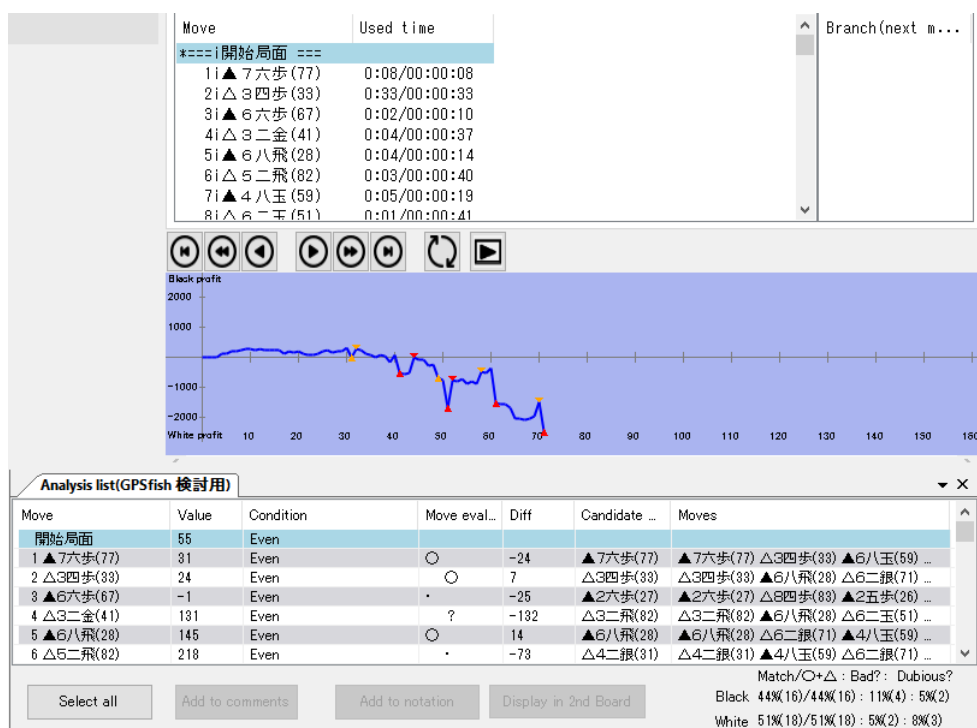
☐ Continuous analysis

Folder

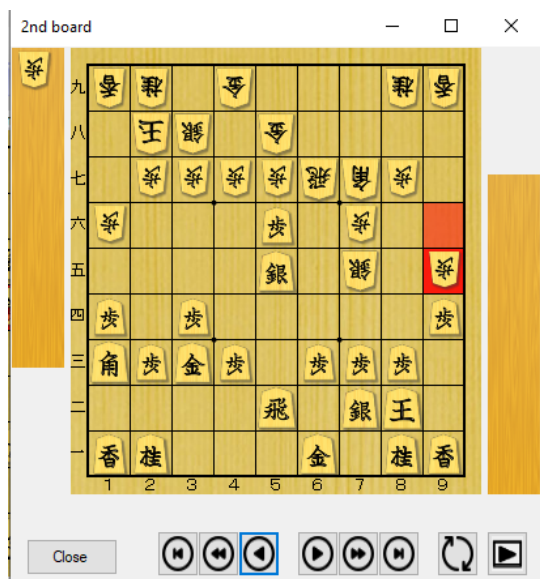
☐ Sub folder

Start Set only Cancel

The right side of your screen should look like this.



The table at the bottom (Analysis list) can be useful. Try double clicking on a move. A new window should pop up, where you can explore the engine's alternative on that move by clicking the arrow buttons.



### The columns are:

1. **Move:** the move notation.
2. **Value:** how the engine evaluates the position. A positive number means Black is better, while a negative number means White is better.
  - a. A value of  $\pm 1000$  or larger means that one side has a clear advantage.
  - b. **Condition:** how the engine evaluates the position, but in words.
3. **Move eval:** how the engine evaluates the move.
  - a. An exclamation point (!) means the engine thinks the move is actually better than its own suggestion.
  - b. A large circle (O) means the engine agrees with the move.
  - c. A dot (.) means the move is "inferior", but still very decent.
  - d. Finally, in order of increasingly worse evaluations:
    - i. ?
    - ii. Dubious move ?
    - iii. Bad move ?
4. **Diff:** the jump in value from the previous position.
5. **Candidate:** engine's suggested move.
6. **Moves:** the sequence of moves that engine sees as best for both sides.

### Tips on using an engine

1. As a beginner, focus more on large spikes in the evaluation. If you are Sente, and you played a move that reduces the evaluation from 200 to -200, relax. It's still even. But a drop from 200 to -1000 is worth looking into.