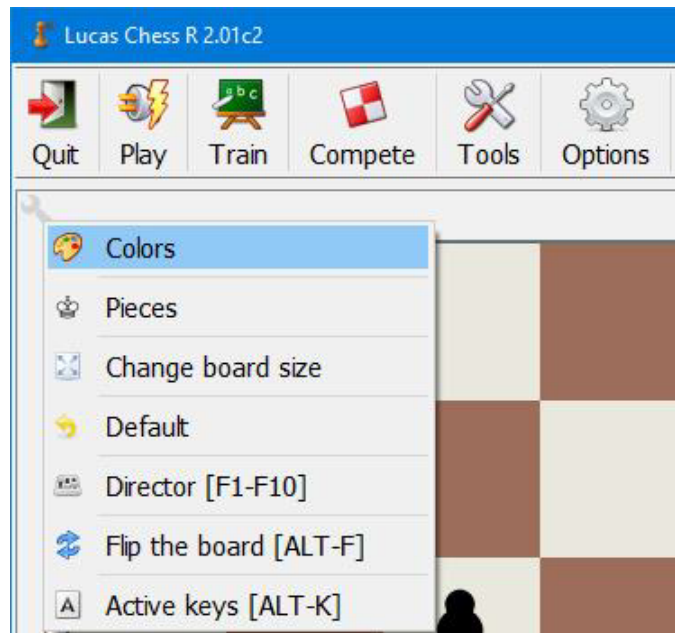# Lucas Chess – Options Guide

Before we get into the Options menu, know this: Theoretically, you may never have to go there.

The first time that you start Lucas Chess, it asks for your player name. You enter that and click Accept. Now you are ready to Play, Train, Compete, or use Tools.

However, perhaps you would like a different chess board or set of pieces. You still don't need the Options menu because you have "The Wrench."

Its official name is Configuration Icon and by default it appears just above the chessboard, on the top left. Click it and see what you can change with this handy tool.

Default is used to return settings to default. Director is explained in the Play guide. Active keys is a map of keyboard shortcuts.

But, let's face it. Sooner or later, from need or curiosity, you are going to want to look at Options.

General configuration

Lucas Chess version R 2.01c2
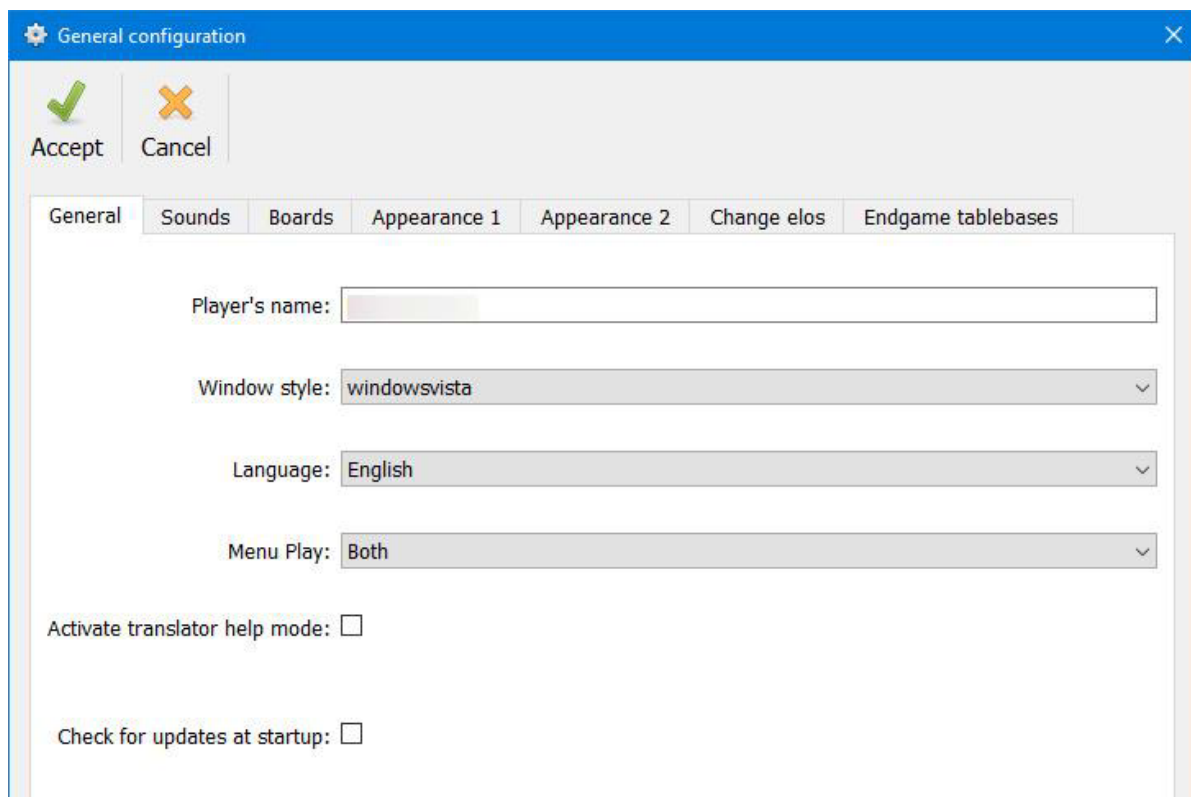
Lucas Chess – Options Guide

When you first enter Options, General configuration, you are on the General tab. As stated previously, your player's name has already been entered (for privacy, it is redacted in this image).

There are three Window styles to choose from. Try them all.

Language is important, obviously. Lucas Chess is available in an impressive variety of languages.

As mentioned at the beginning of the Play guide, for Menu Play you may want to select "Play against an engine." This removes "Opponents for young players" and in fact saves a click every time one starts a game. The program goes directly to the "Play against an engine" window.

Next is a quiet tribute to how astounding a programming accomplishment Lucas Chess is. When you "Activate translator help mode," a second window will open. It looks like this:
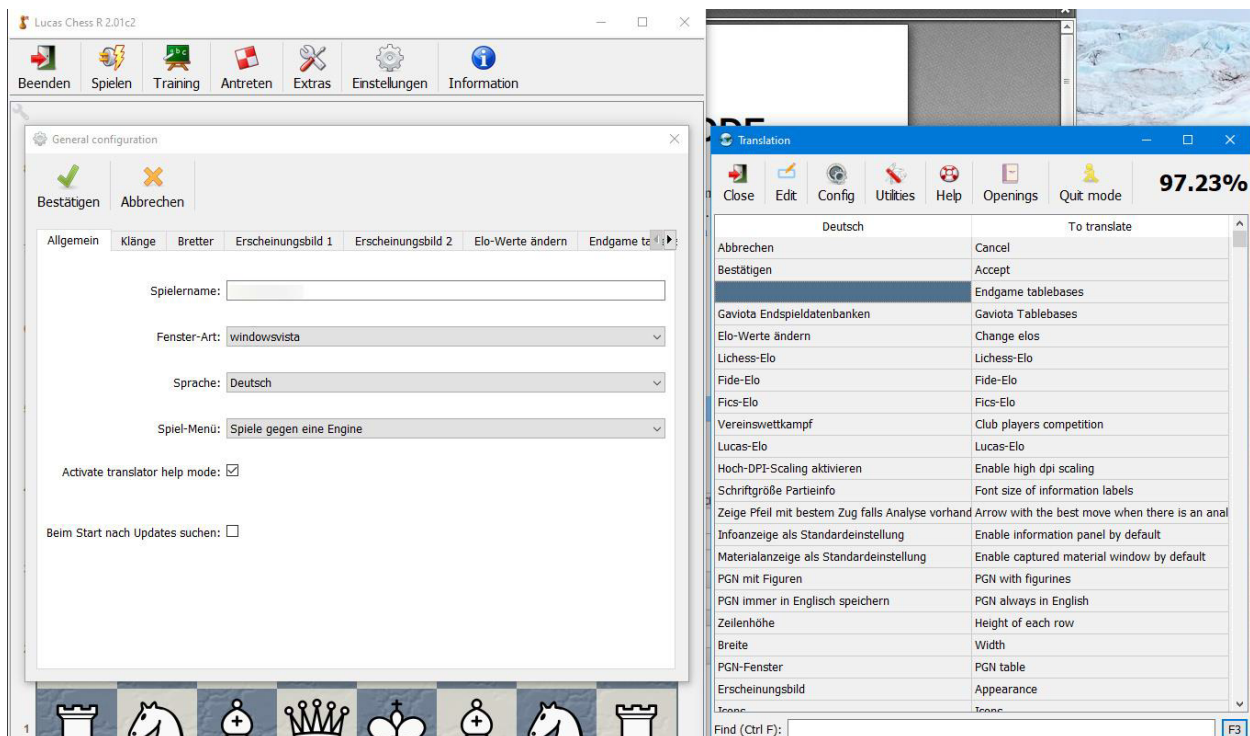
According to a very handy (an extremely rare) help file, "This utility is intended to facilitate the work of translators, allowing translation to be carried out in parallel to the execution of the programme, and changes to be applied directly." The window follows you around as you explore Lucas Chess and the offerings "To translate" change according to your location in the program.

So, say your native language is German, as was set in the image above. Now, when you travel around, it will show translations of words and phrases in the windows that you are viewing.

Notice that over 97% of the translations from English to German have already been done. The highlighted row is blank, however. You are allowed to enter your own German translation in that box. You will see it in the program wherever that phrase appears and you have the capability of exporting the data and contributing it to POEditor, a software localization management platform.
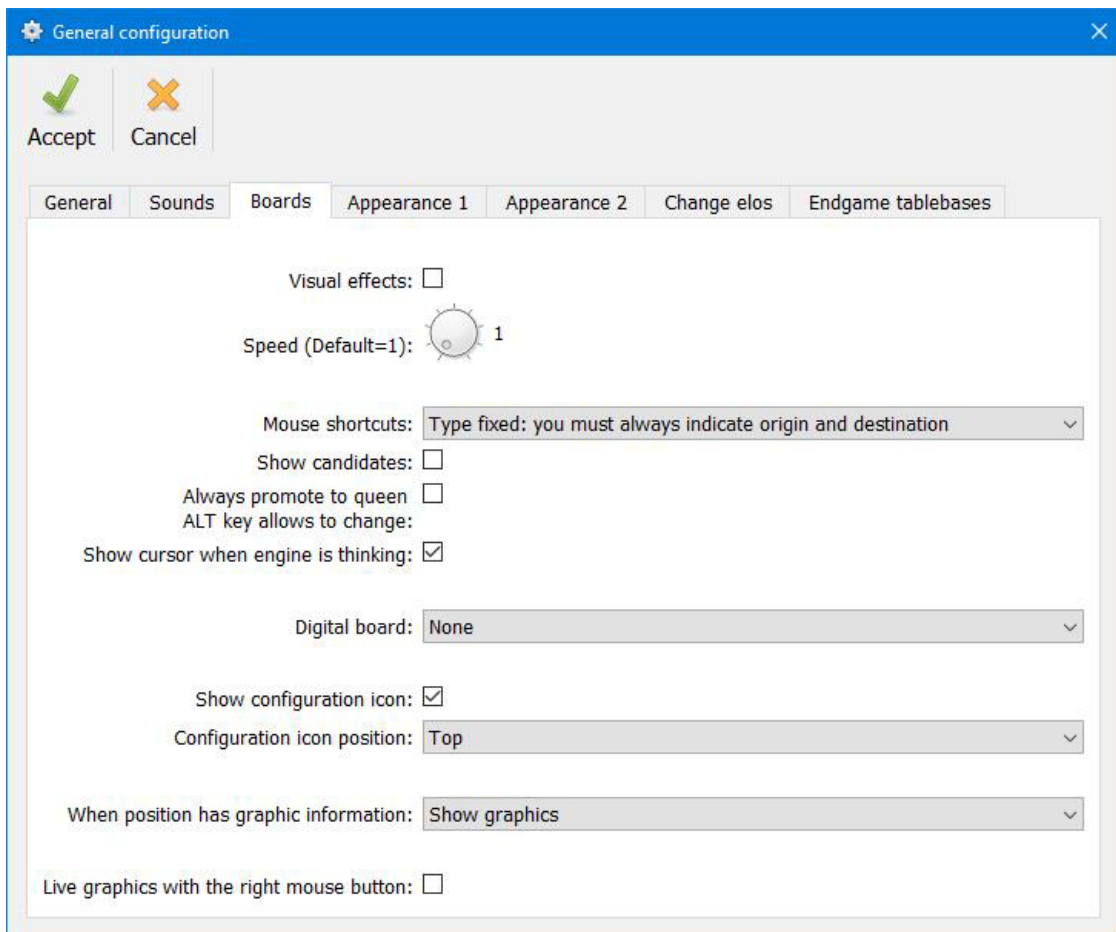
For more information, click Help in the Translation window. It calls up a comprehensive PDF file.

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Sounds are controlled on the next tab. You can make Lucas Chess quite noisy if you wish!
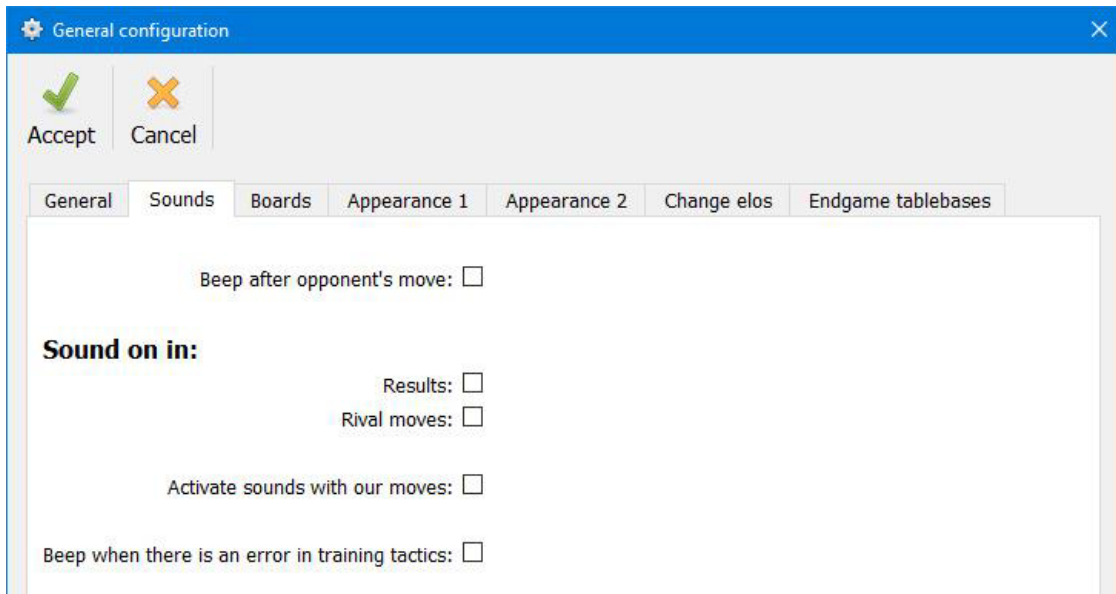
Boards is where things really get interesting.

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Visual effects – The only visual effect that you will immediately notice is your opponent's pieces gliding when they move. If Speed is set to 1, your games will be long, indeed. However, it is best to leave Visual effects on (and ramp up the Speed a bit) in case something else would be missed.

Speed – As mentioned above, dial it up from 1 unless you like opponents who play like a sloth.

Mouse shortcuts – The alternative to "Type fixed: you must always indicate origin and destination" is "Type predictive: program tries to guess your intention" which frankly does not sound optimal.

Show candidates – When this is on, green dots appear on all the squares to which you may move your selected piece.

Always promote to queen – Yes, 99% of the time, we want to promote a pawn to a queen. But there are those rare situations (like some of those wicked checkmate puzzles) when a lesser piece is called for. It's best to leave this option off, because you will forget that it's on and then have to take back a move, which may be detrimental to your score.

Show cursor when engine is thinking – This may actually be something you want to turn off if you don't want to see either the tutor or the engine symbol while the program is processing in the background. Caution: If you do turn this off, and the program is taking a significant amount of time to ponder its advice or next move, you may think the program is stuck.

Digital board – Lucas Chess can be set to interact with a digital chess board, a physical device on which a chess game can be played with the moves transmitted to Lucas Chess in some manner; by USB cable or even Bluetooth. For example, one of the most popular digital boards is made by DGT. When you select this, however, the program says "Are you sure DGT is the correct driver? WARNING: selecting the wrong driver might cause damage to your board. Proceed at your own risk." Indeed, you had better know what you are doing. Plus, check out the prices of DGT boards.

Show configuration icon – This is "The Wrench" as described above. Why one would not want to keep this handy is a mystery, but there might be some folks who prefer pristine chessboards. If you do keep it on display, placing it on the bottom of the screen is an alternative option.

When position has graphic information – As explained in the Play guide, the Director mode can be used to draw circles, arrows, and colored squares on the chessboard at certain positions. This option is for whether to display this graphic information or not if it is present.

Live graphics with right mouse button – Director is explained in the Play guide. If this is checked, the right mouse button, by itself or with Alt, Shift, or Ctrl, can be used to draw board graphics.

Appearance

The next two tabs deal with how you want Lucas Chess to look in terms of such things as font, table width, row height, etc. If things start to look a little weird, look for this option on either Appearance tab. It will set everything on that tab back to default:

By default: ☐

Lucas Chess – Options Guide
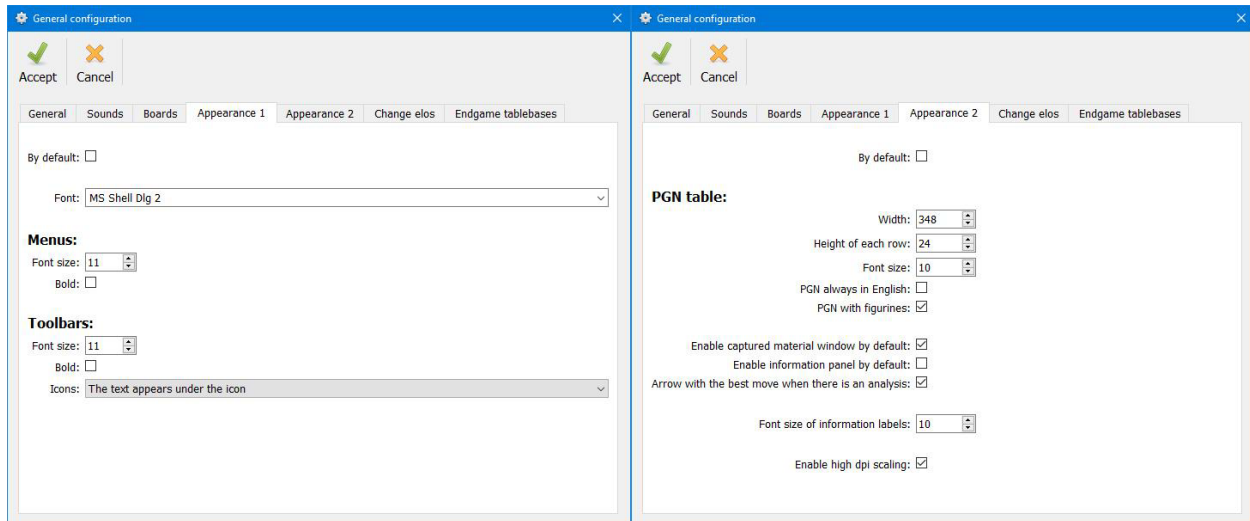
The settings in both Appearance tabs are largely self-explanatory. Here are just a couple of minor notes:

In Appearance 1 is an option to display icons with and without text, or display text only. It may "look cool – I got this" to display icons only, but they are now tiny. That may not matter on the home screen, as those buttons become very familiar, but elsewhere this may be a liability.
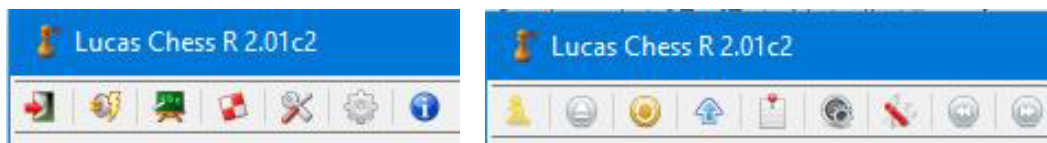
Whether to use figurines with PGN notation is another important choice in Appearance 2. Figurines can look downright ugly and distracting, as demonstrated in the Database game preview window:
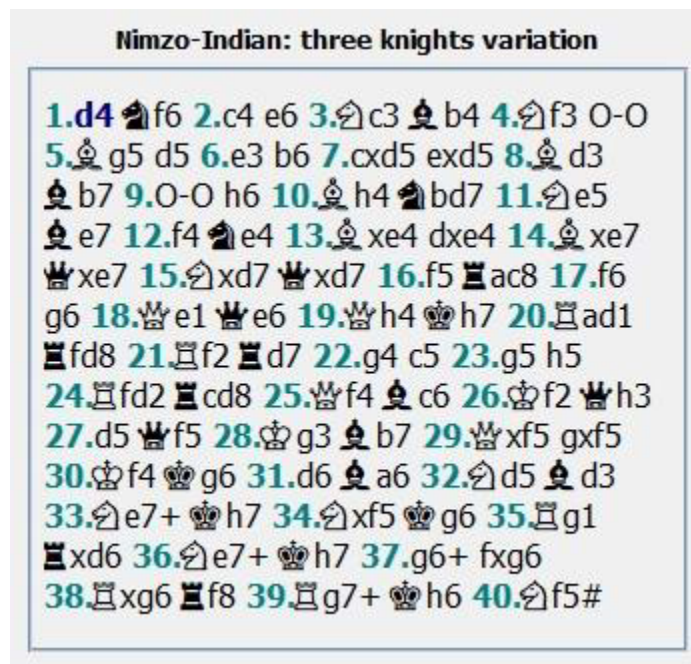
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But somehow figurines look very appropriate, even beautiful, in the moves list of Lucas Chess:

N.	White	Black
1	d4	♞f6
2	c4	e6
3	♘c3	♝b4
4	♘f3	0-0
5	♗g5	d5
6	e3	b6
7	cxd5	exd5
8	♗d3	♝b7
9	0-0	h6
10	♗h4	♞bd7
11	♘e5	♝e7
12	f4	♞e4
13	♗xe4	dxe4
14	♗xe7	♛xe7
15	♘xd7	♛xd7
16	f5	♜ac8
17	f6	g6
18	♛e1	♛e6
19	♛h4	♚h7
20	♜ad1	♜fd8
21	♜f2	♜d7
22	g4	c5
23	g5	h5
24	♜fd2	♜cd8
25	♛f4	♝c6
26	♚f2	♛h3

Variations is another aspect to be considered; here, we are getting back to the cluttered look:

It's a matter of taste. As with everything else in Appearance settings, it's up to you whether you use chess figurines.

Variations ➕ ➕

8.Bd3 {+0.85 pws Stockfish 15 64-bmi2} Be7 9.Qc2 h6 10.Bh4 Bb7 11.O-O c5 12.Rad1 c4 13.Bf5 Nc6 14.a3 Nh5 15.e4 Bxh4

Variations ➕ ➕

8.♗d3 {+0.85 pws Stockfish 15 64-bmi2} ♝e7 9.♛c2 h6 10.♗h4 ♝b7 11.O-O c5 12.♜ad1 c4 13.♗f5 ♞c6 14.a3 ♞h5 15.e4 ♝xh4

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Elo-Rating modes of play are described in the Compete guide. In Options, General configuration, Change elos, one may reset the Elo rating for any of the modes or change them to more desirable levels. The defaults are the values shown below:
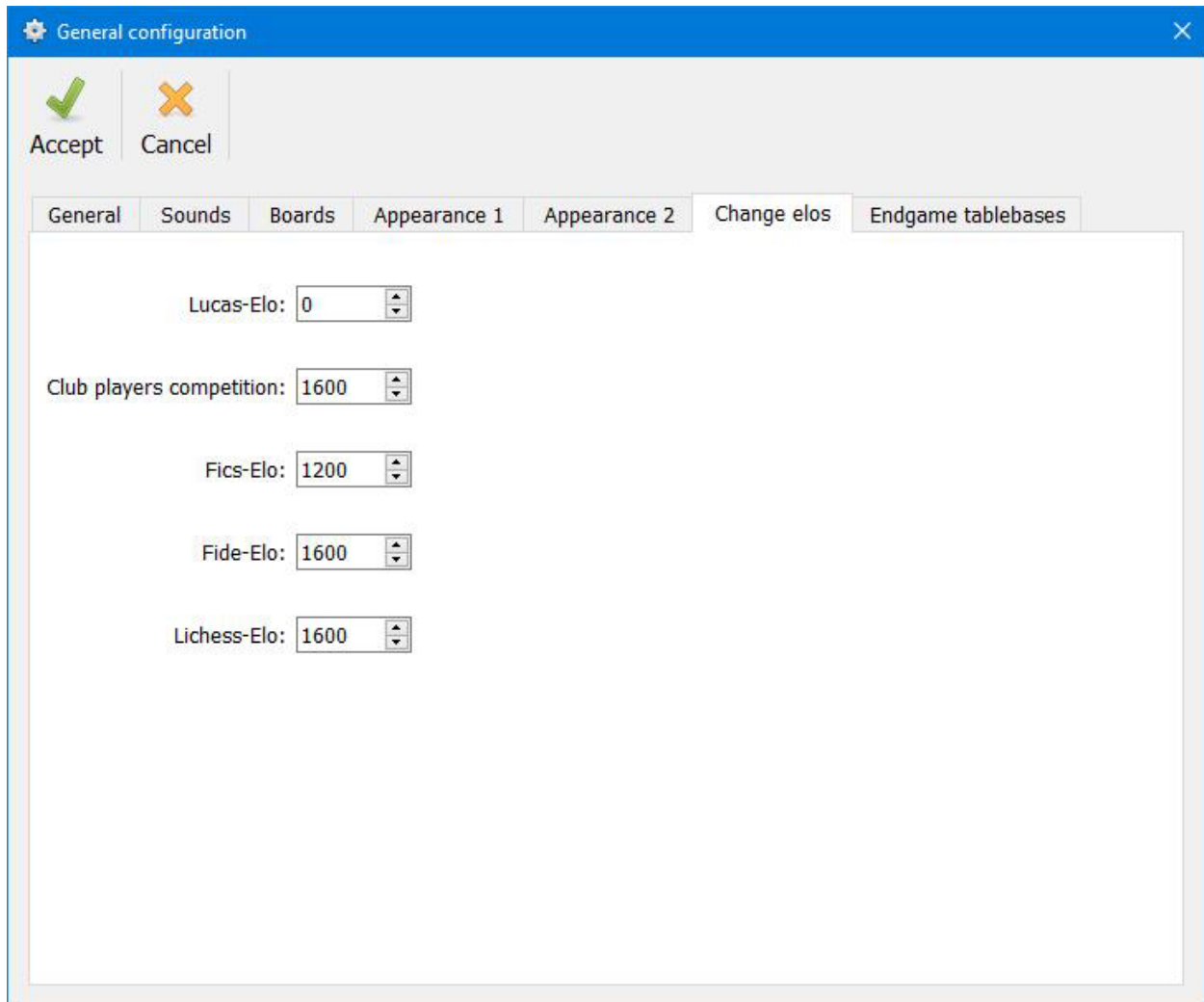
There is not much to say about Endgame tablebases, as there is only one choice in the single menu on that tab. It is supposed that, if another version of endgame tablebase were to be acquired and installed, here is where you would select it in place of the Gaviota Tablebase:
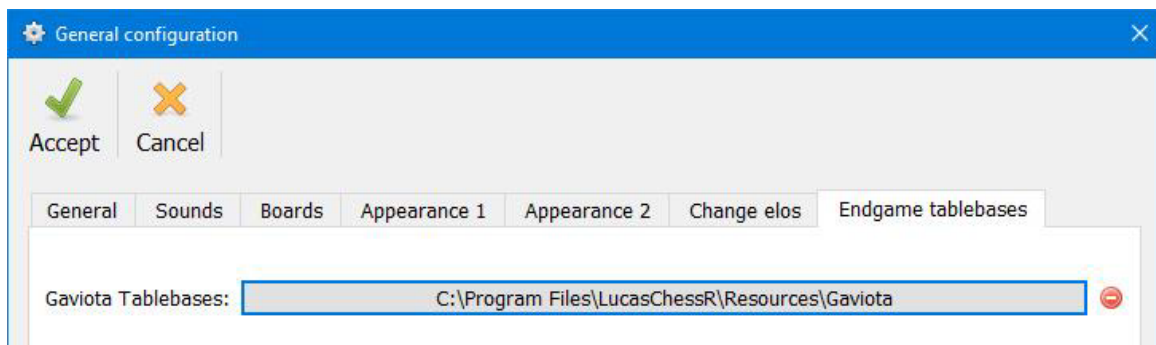
Lucas Chess – Options Guide

Engines configuration

Counting the entries on the dropdown menu, Lucas Chess comes with at least 24 chess engines. Of course, that will not be enough for some folks! Here is where you can add more.
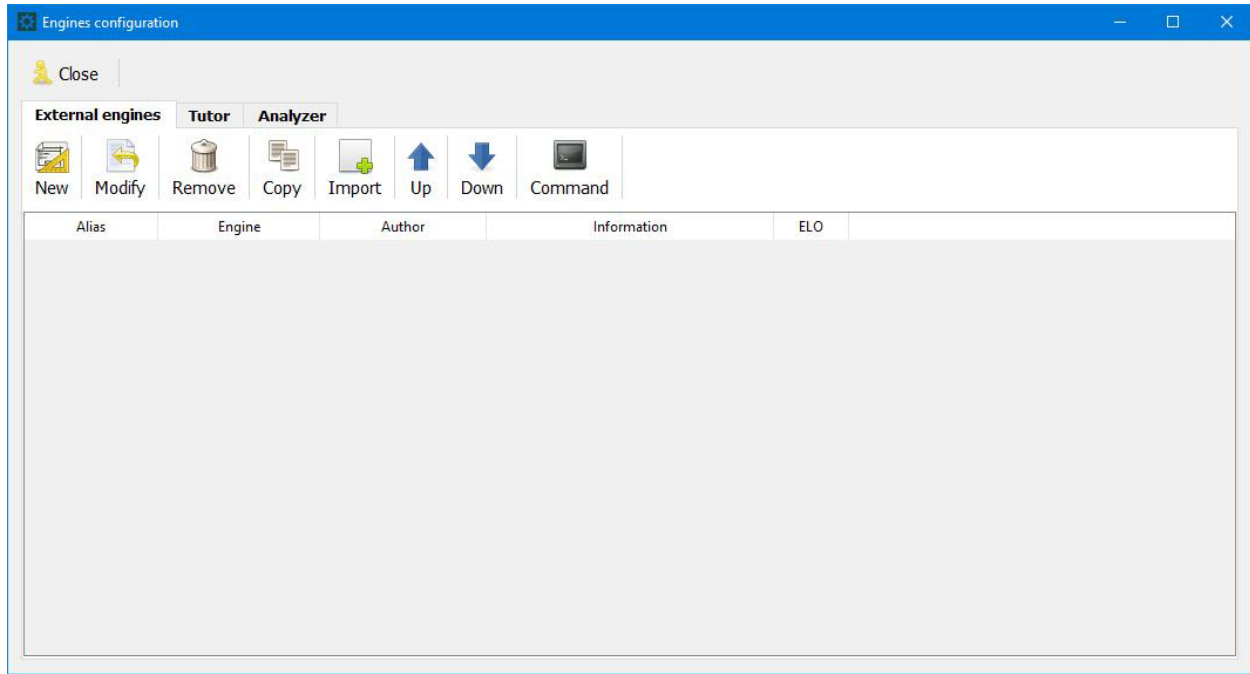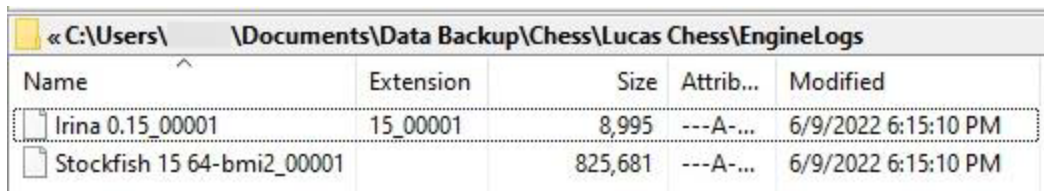
The Tutor and Analyzer tabs deal with the existing engines used for these purposes. It has been said elsewhere in these guides: If you don't know what you are doing, leave the settings on the right alone. See Start Game in the Play guide for a discussion of the settings on the left.
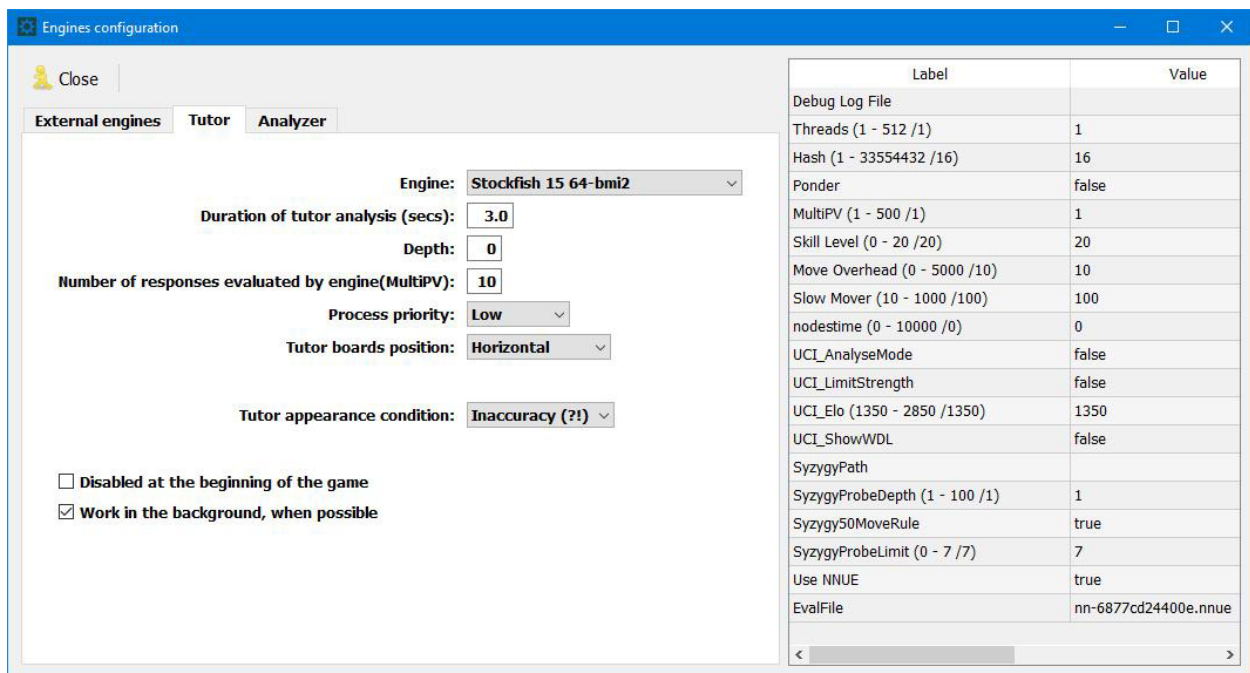
Lucas Chess – Options Guide

Save engines log

By far, the simplest of Options! Click it and forget it. Revisit it, and the icon has turned red and "…Working…" is appended to the menu item. Click it again, and it stops logging. What it is doing while "…Working…" is another matter. There is no apparent way of accessing and reading these logs from within Lucas Chess. Yet, the program is working and logs are being compiled. This is from a very poorly played game against Irina with Stockfish serving as tutor. Notice that Irina spent much less time in dispatching the human player than Stockfish did in trying to figure out what the player was doing!

« C:\Users\ \Documents\Data Backup\Chess\Lucas Chess\EngineLogs				
Name	Extension	Size	Attrib...	Modified
Irina 0.15_00001	15_00001	8,995	---A-...	6/9/2022 6:15:10 PM
Stockfish 15 64-bmi2_00001		825,681	---A-...	6/9/2022 6:15:10 PM

Anyway, these logs are meant for chess engine programmers, so most players will not need them.

Colors

All sorts of granularity are offered in this menu for both the chessboard and other items of color.
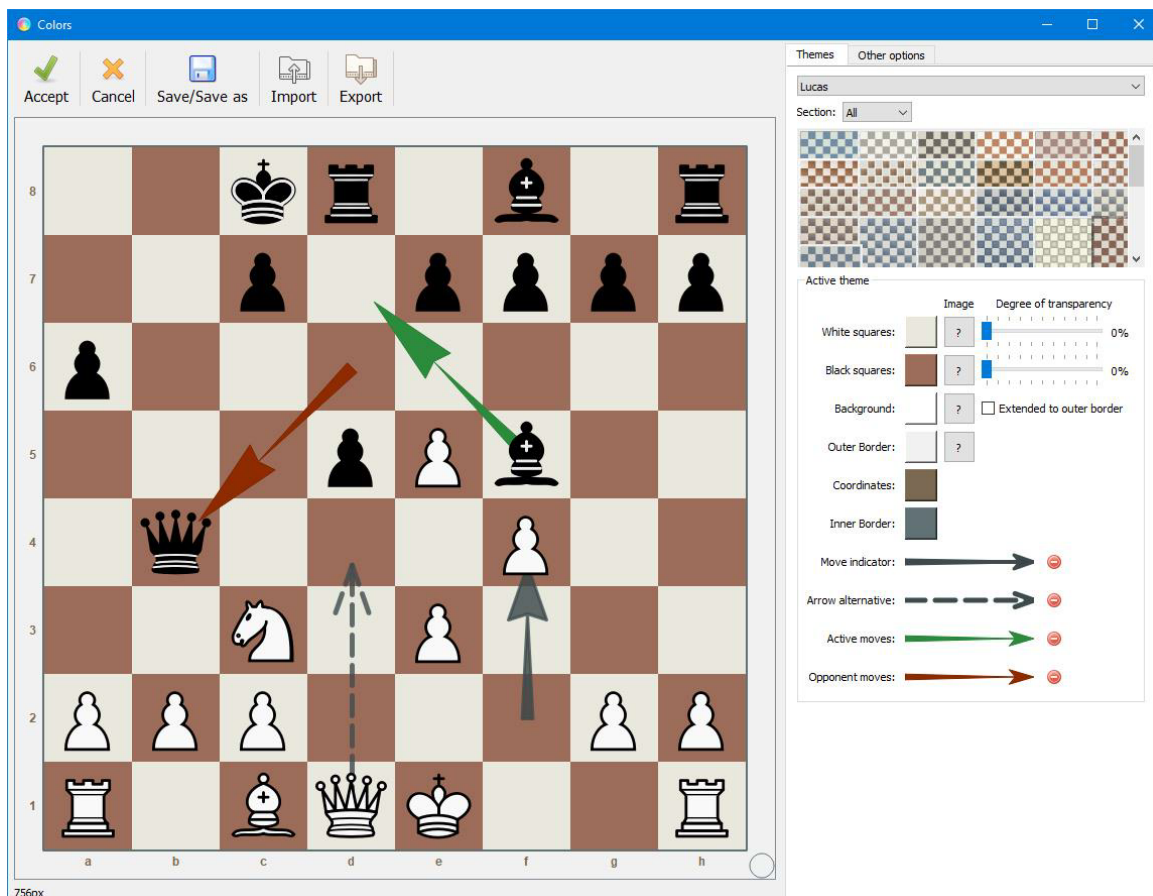
Lucas Chess – Options Guide

Above is the screen for Options, Colors, Main board. If you click Options, Colors, General instead, you have a choice of three tabs:
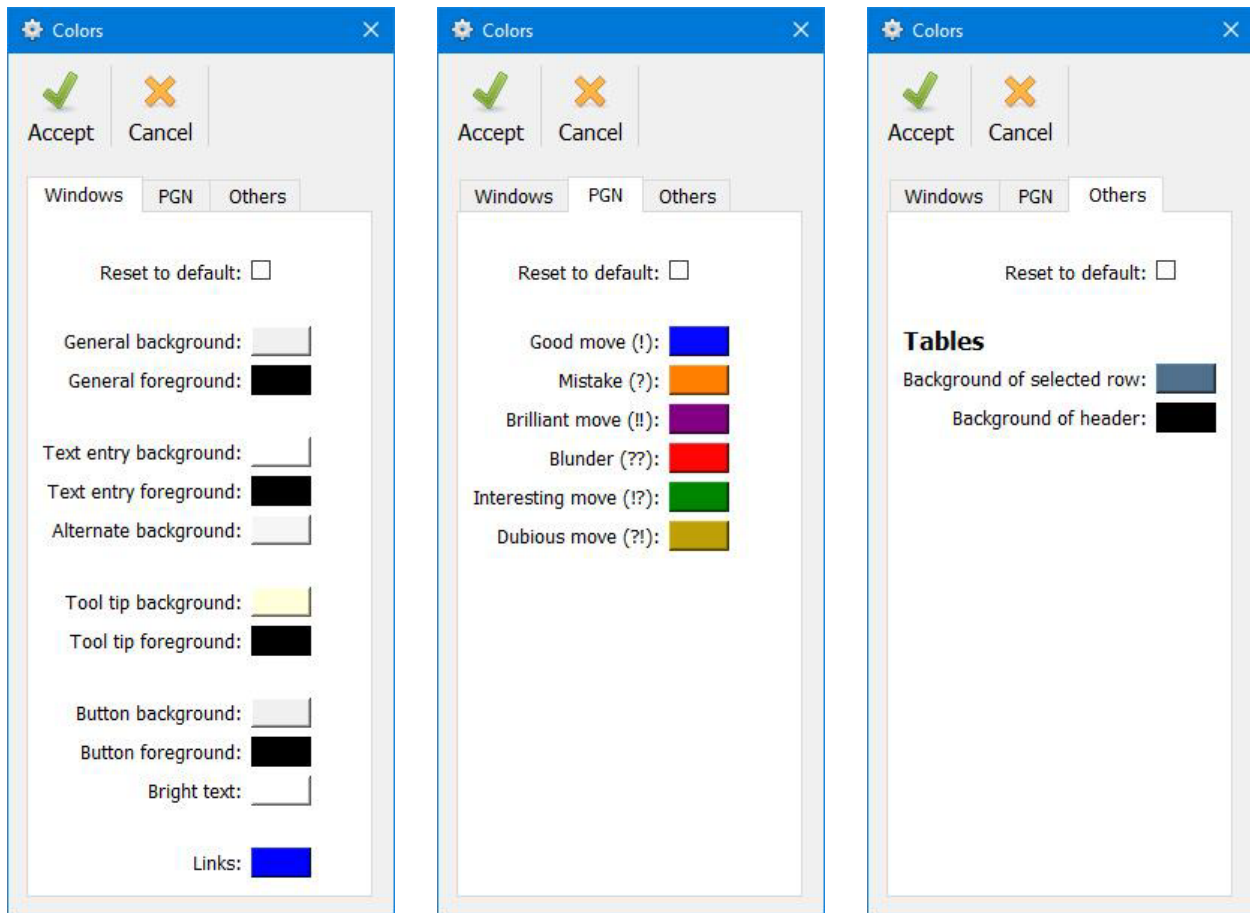
Each of these, as you can see, has the "Reset to default" option.

Custom sounds

Lucas Chess comes with only two sounds: Beep after move (sounds like a chess piece tapping the board) and Zeitnot (a ticking clock).

You can add many more sounds in a wide variety of uses. This screen shot shows only the potential sounds for Results. There are more possibilities for Coordinates, Pieces, and Operations.

So, let's say you would like the sound of a deflating balloon to play whenever there is a Stalemate. It is possible! (Whether this is desirable is another matter.) Read on.

Sound	Duration
Beep after move	00:00:20
Error	00:00:00
Zeitnot	00:02:13
- Results -	
You win	00:00:00
Opponent wins	00:00:00
Stalemate	00:00:00
Draw by threefold repetition	00:00:00
Draw by fifty-move rule	00:00:00
Draw by insufficient material	00:00:00
You win on time	00:00:00
Opponent has won on time	00:00:00
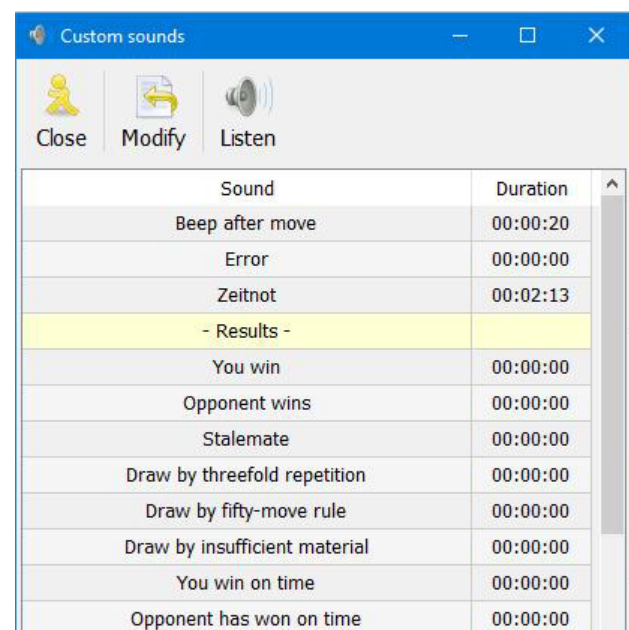
Lucas Chess – Options Guide

Focus on Stalemate and click Modify.
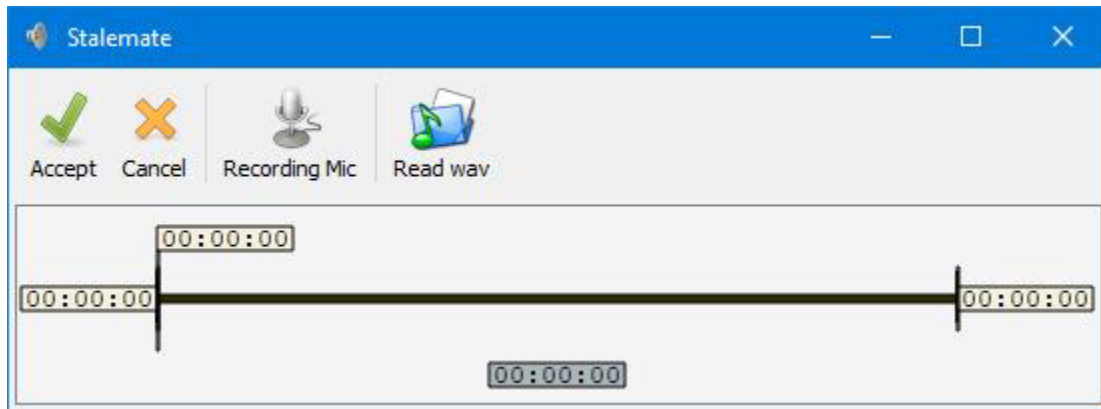
You have two choices. You could make sure that the microphone on your device is on and working properly, find a balloon, blow it up, click Recording Mic and Begin, deflate your balloon audibly (squeaking by squeezing the balloon neck is optional), and click End, Save wav, and Accept.

OR you can do it the smart way by finding a suitable .wav file on the internet. There surely must be a deflating balloon out there. To associate a .wav file with the sound event, click Read wav. By default, the program looks in the bin folder in C:\Program Files\LucasChessR\ (or wherever you installed the game). There is a Sounds subfolder in the user's data folder, however, so that may be a better place for custom sound files. Find your .wav sound file, Open it and click Accept.

Shortcuts

This is a very useful feature but only for accessing features that are regularly and repeatedly used.


By clicking one of the "+"buttons and navigating to a feature, a shortcut to it can be saved here. The program automatically assigns the ALT key and a number to the shortcut. This cannot be changed, but the order of the lineup, and therefore the numbers assigned, can be altered.

The only downside to this is that you must remember these shortcuts. They are not added to the menu that is displayed when one clicks "The Wrench" and chooses Active keys (though it would be very nice if this was so). If you forget, you have to open Shortcuts in the Options menu to refresh your memory, and then it's not really a shortcut, is it?

Lucas Chess – Options Guide

Set password
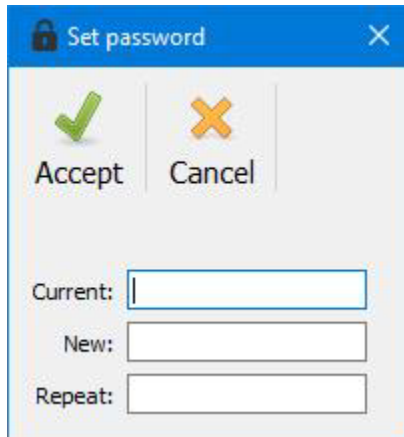
It makes sense to figure that this option is associated with the next one, Users. That is, it is meant to apply a password to a user's profile in case more than one user is using an installation of Lucas Chess on a particular device.

It is not known how strong or stringent this is. If it is strong and stringent, however, and one forgets his or her password, then the player's user data will be forever lost.

There is no password reset or bypass process, so use this feature with extreme caution. Or, better yet, don't use it at all. Why would you let somebody you don't trust use your device?

Users

When you open this window you see the original user's name (which has been redacted here for privacy). Click New and another line appears with the label "User 1." Double-click that box and edit in the new person's name. Click Accept.

Now, when you start Lucas Chess, you will be asked to "Select your user." The original user will be shown on top and the new user will be on the bottom. Be sure to click the right one in order to avoid confusing player results, etc.
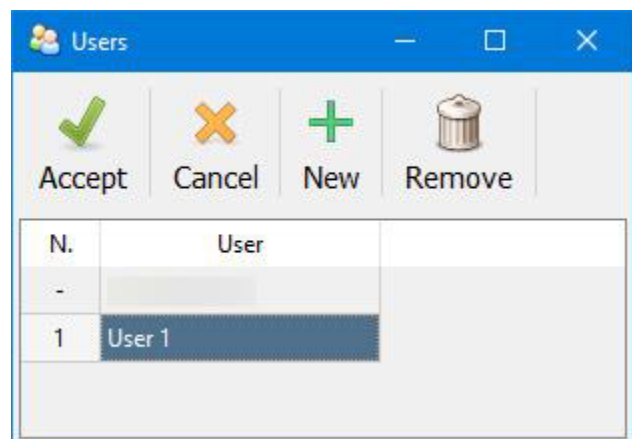
User data folder
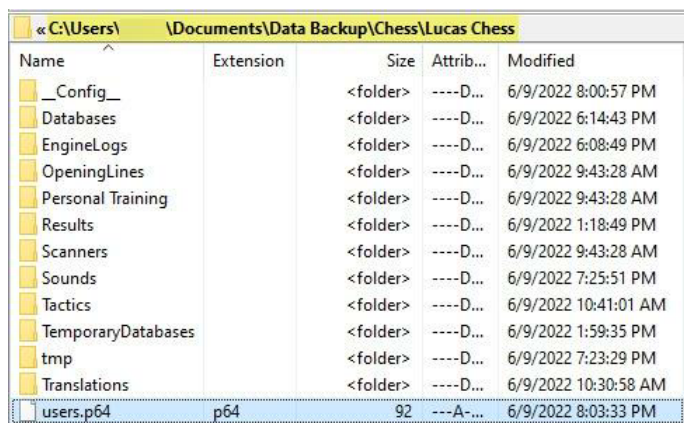
When this option is first opened, all you see is "Change the folder." The default location is C:\Program Files\LucasChessR (or wherever you installed the game). It may make sense, however, to place the user data folder where it can be monitored, maintained, and backed up easier, such as in the user's Documents folder, as seen here. You can always return to this option and "Set the default" (location) again.