

# Catalogue

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## 1) Engine Settings:

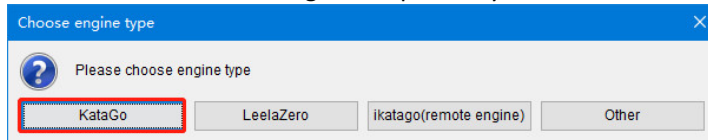
Lizziezy is a GUI based on engine, if using All-In-One package for windows engines are already set up, otherwise you need set up yourself.

Here is an example of adding a KataGo engine:

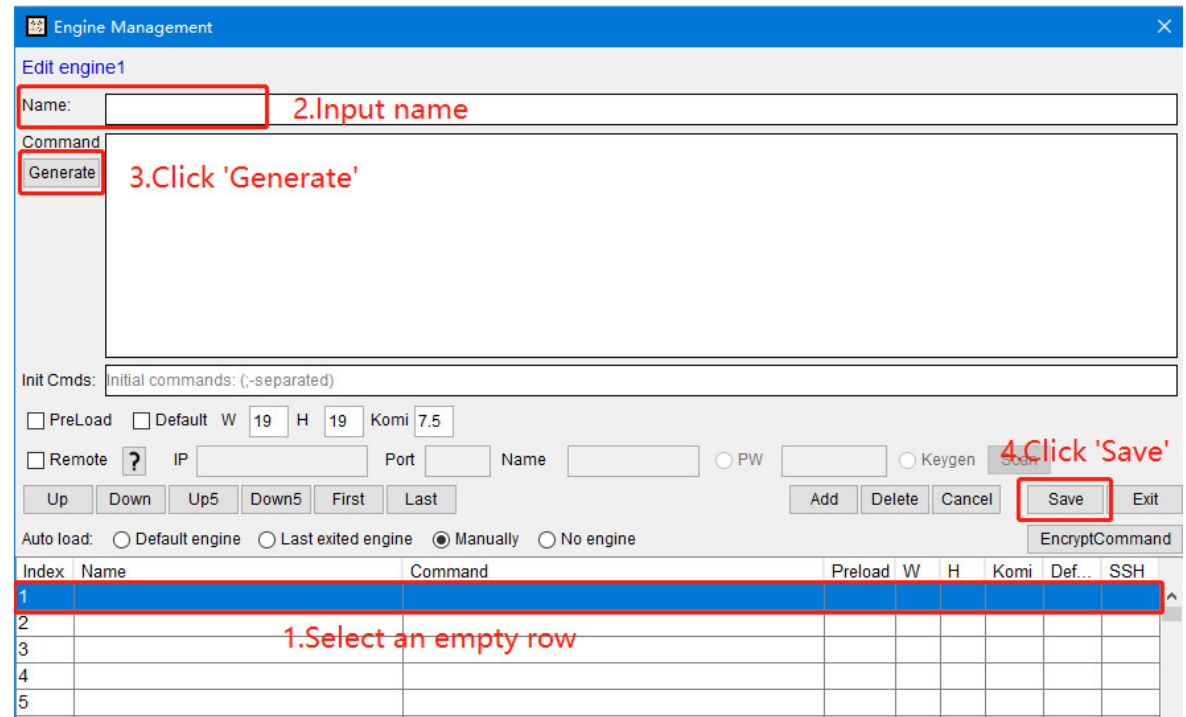
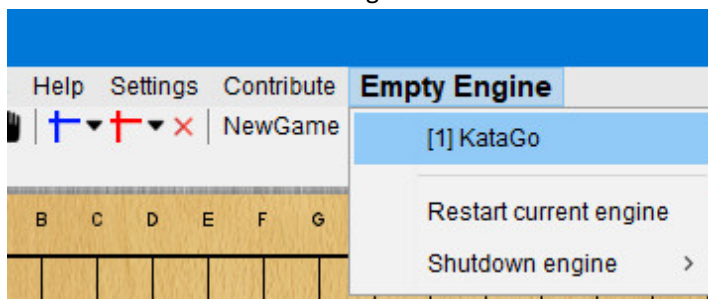
First of all, download KataGo engine at official release: <https://github.com/lightvector/KataGo/releases>

Open 【Settings-Engine】 (see right)

1. Select an empty row at bottom.
2. Input name.
3. Click 'Generate' button, choose 'KataGo' and set execute file, model file, config file respectively.



4. Click save and load the engine from menu.



## 2) Main Frame:

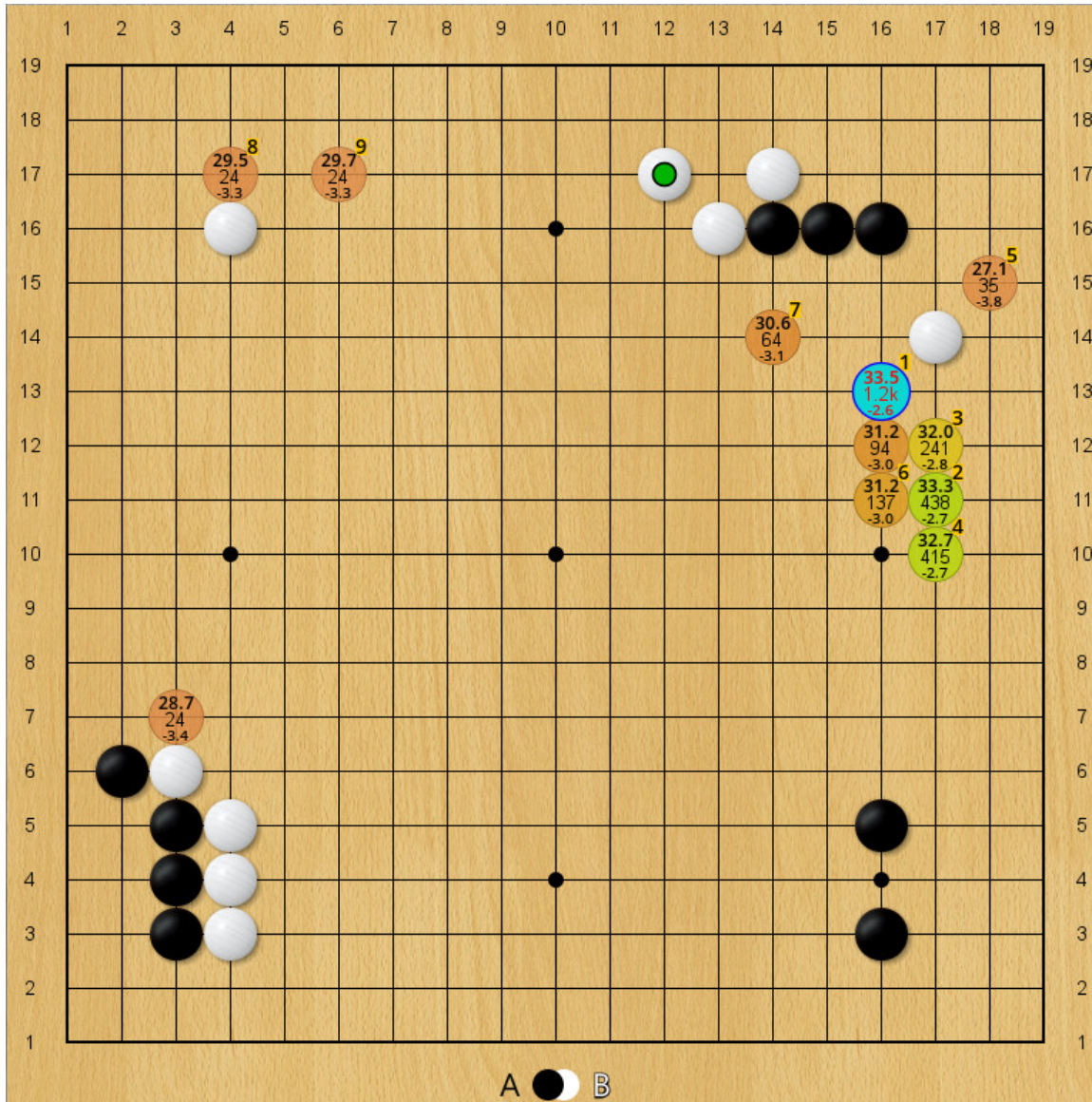
Main frame has 7 parts: Information panel, Status panel, Comment panel, Winrate graph, Variation panel, Candidates list panel, Sub board.


You can close some parts in 【View-Panel】 menu and enlarge Winrate graph or Sub board in 【View-Main panel settings】 menu. Besides, there is some modes in 【View】 menu can be used to modify layout fastly.








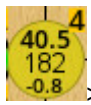
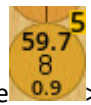
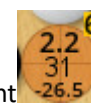
### 3) Main Board:



1. AI candidates information:  Winrate, Visits, Score lead persipactively. The number on up-right corner is the order of candidate. Red fonts means highest value(or cyan

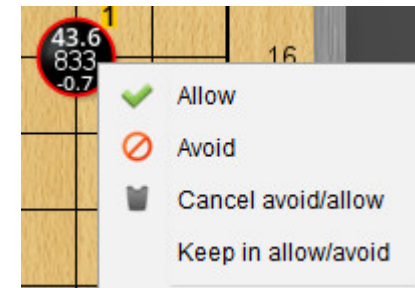
fonts on orange candidates )(You can hide part of the informations or limit the numbers of candidates in [settings-config ].

2. AI candidates color: blue  >green  >yellow

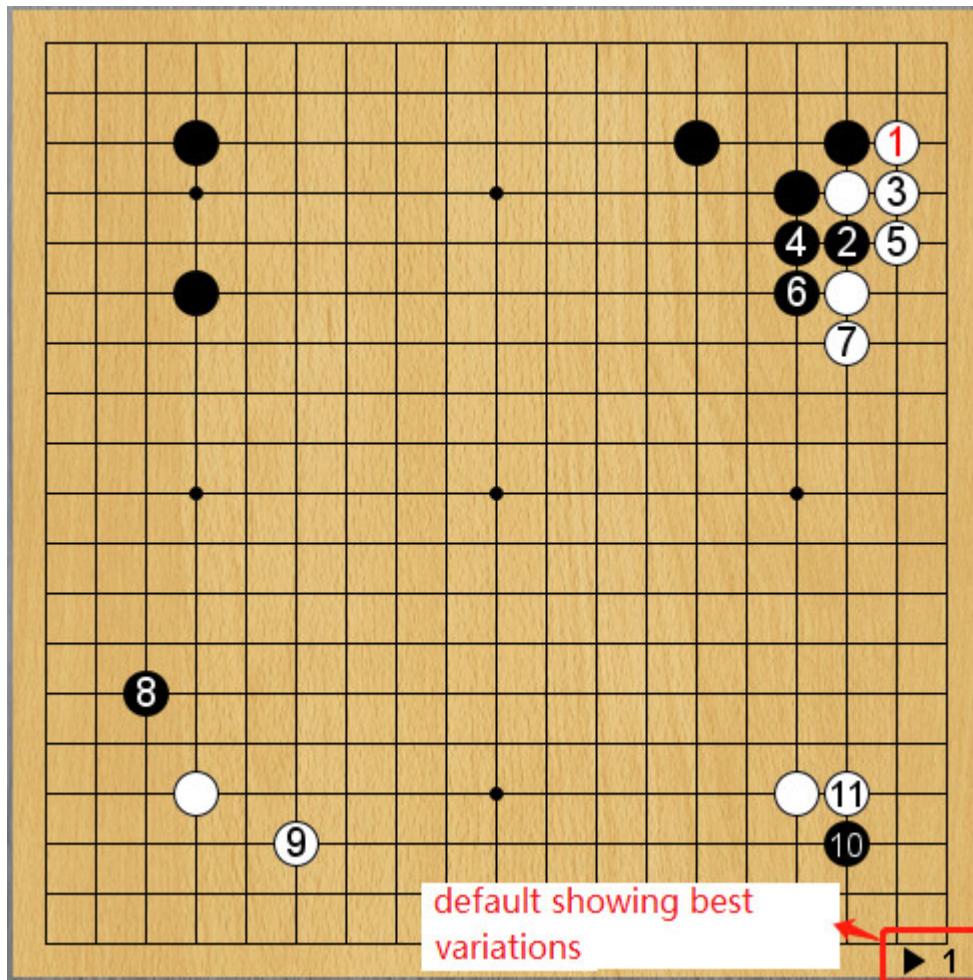
 >orange  >transparent 

3. Variations: Mouse hover on candidates will display variations, **mouse wheel** can control variations length. Right click to add variation into game record.(Ps: You can find auto play variations in the bottom button "AutoPlay")

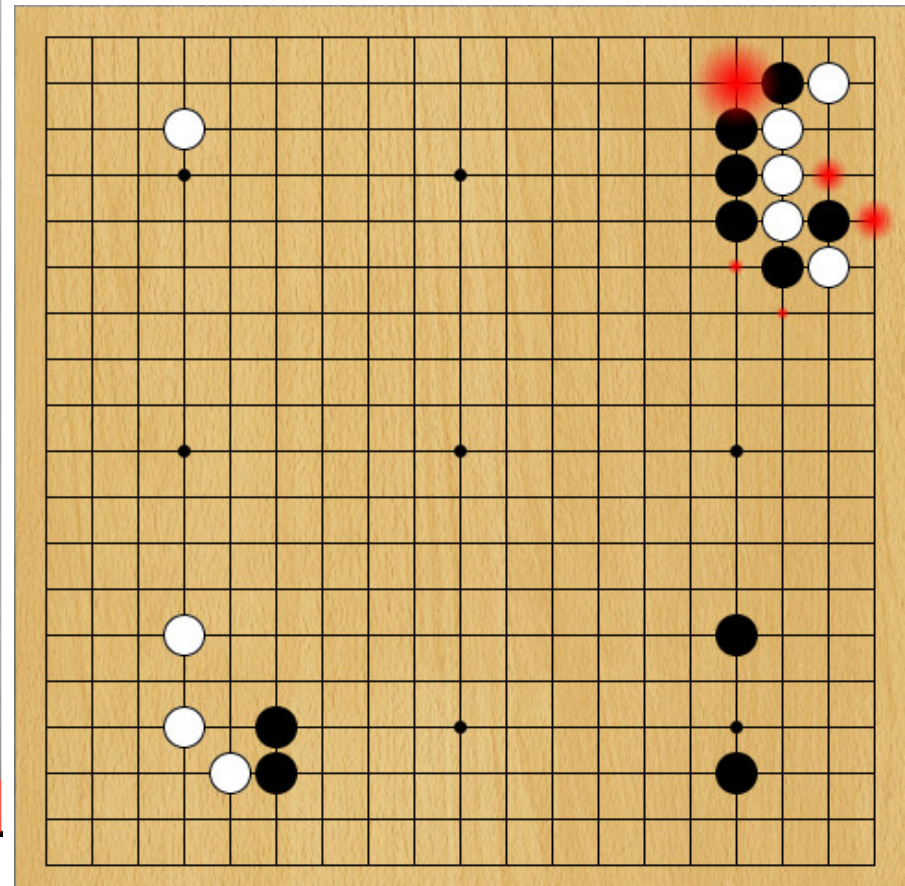
4. Right click to set an allow/avoid position:



#### 4) Sub Board:

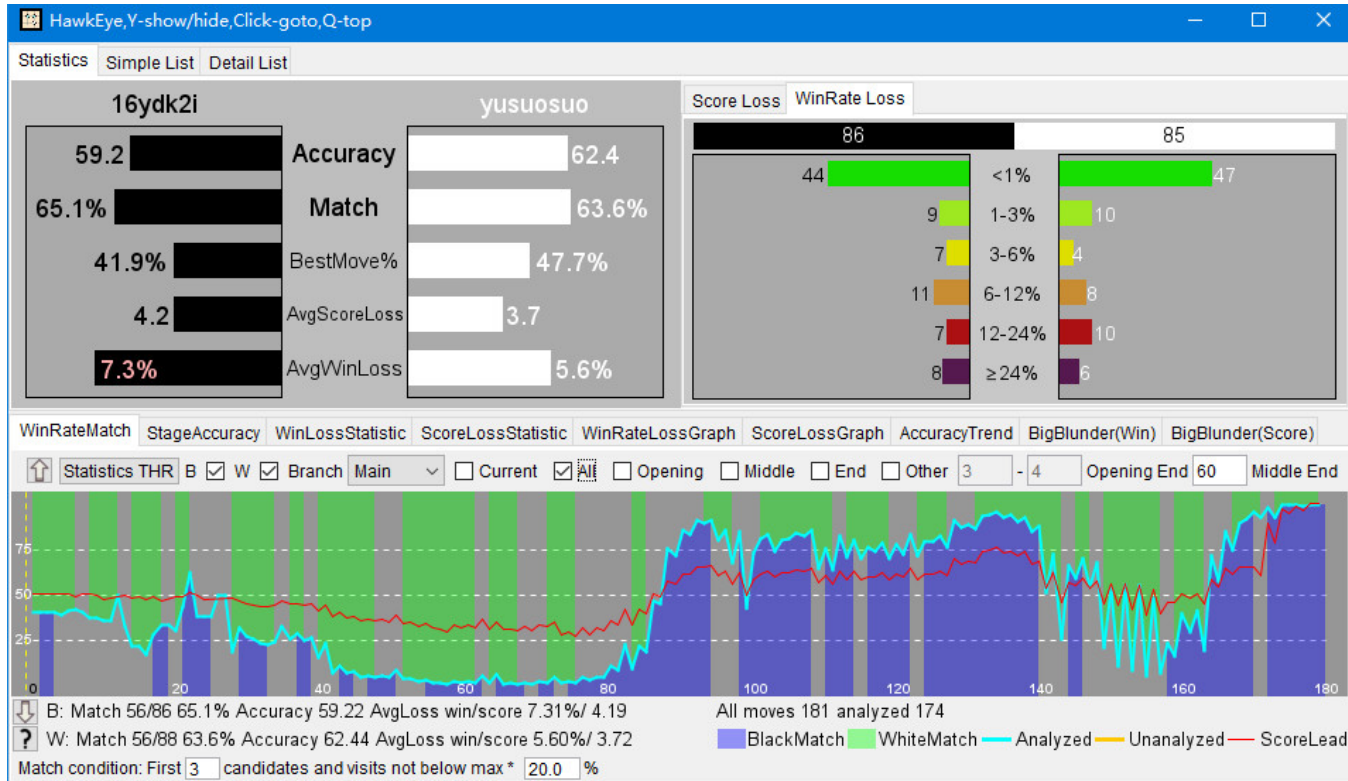


1. Sub board default showing best candidate's variation, mouse right/left click to switch to another variation, mouse wheel to control variation length.
2. You can changed to show heatmap in **【View】** - **【Sub board settings】**:





## 5) Hawk Eye and Candidates List:



Hawk Eye: Opened from **【Analyze-Hawk eye(Y)】** or a hawk icon in toolbar. Haw Eye shows information and graph about accuracy, match percents, average winrate/score loss per move etc.

(Accuracy based on actually played move's visits and best move's visits, max 100 min 0. Match percents based on the condition at bottom)

**Candidates list, click show variation, up pre/down next, Q toggle top**

Sort	Coord	Lcb(%)	WinRate(%)	Visits	Percents...	Policy(...)	ScoreLead	Score...
<b>1(actual)</b>	<b>Q11</b>	<b>62.4</b>	<b>62.4</b>	<b>268</b>	<b>64.0</b>	<b>83.30</b>	<b>1.1</b>	<b>0.0</b>
2	R3	60.5	60.5	26	6.2	5.21	0.8	0.0
3	C3	59.8	59.8	22	5.3	2.45	0.8	0.0
4	R13	61.1	61.1	17	4.1	1.85	1.0	0.0
5	R11	58.3	58.3	16	3.8	3.11	0.6	0.0

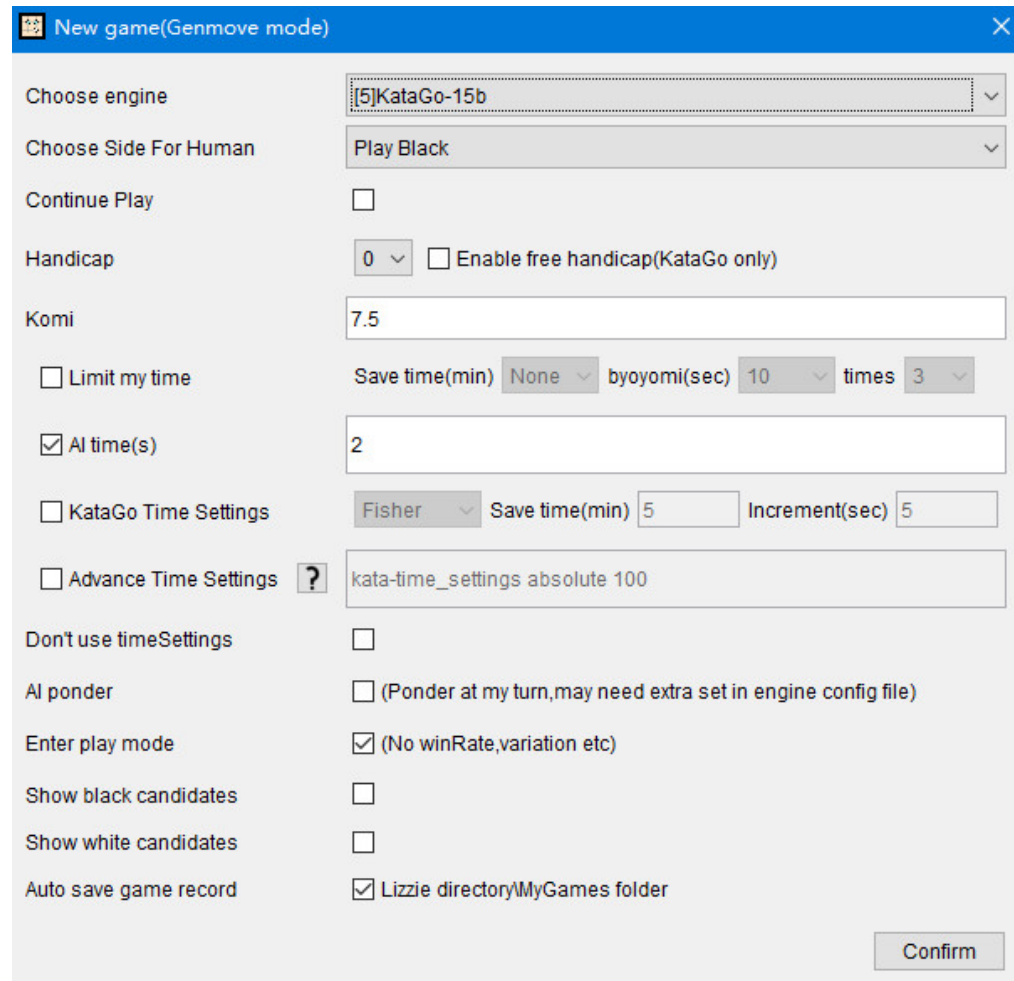
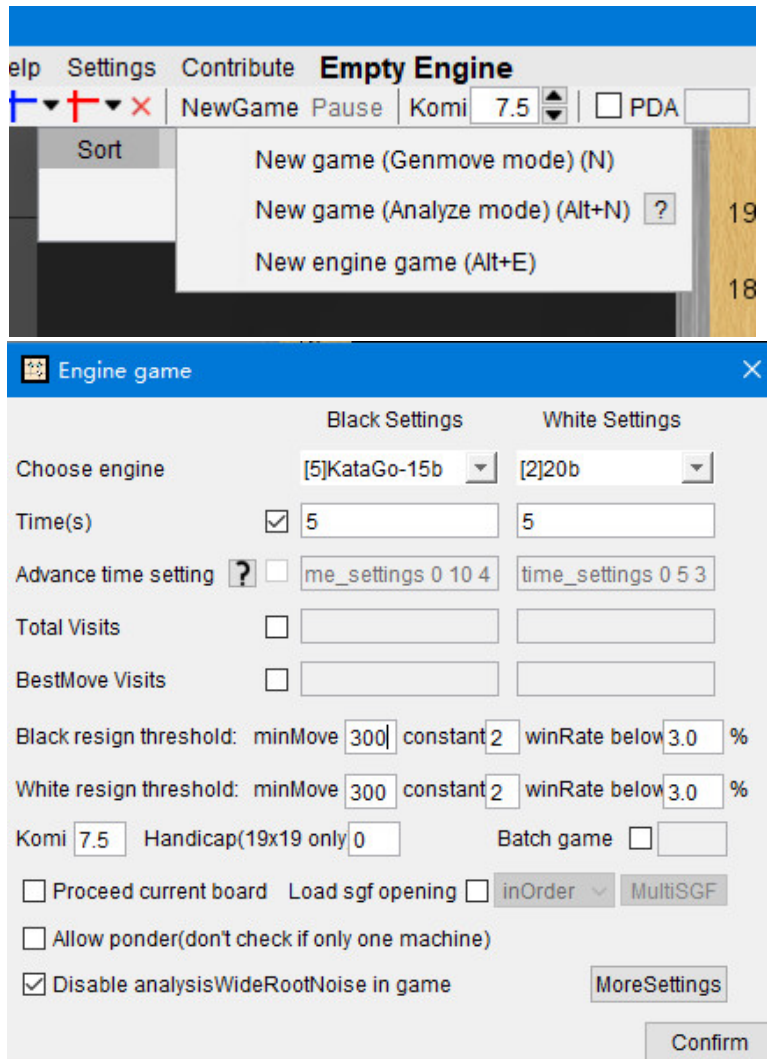
totalVisits:419 maxVisits:268 Concentration:60.38%

☒ List ☐ Graph ☒ Current ☐ MousePoint

Candidates List: Opened from **【view-Panel-Independent candidates list(U)】**, display a list of candidates.

## 6) Human Game and Engine Game:

Support play game against AI or let AI vs AI.



Difference between genmove and analyze mode: Analyze mode use command kata-analyze or lz-analyze, after get candidates information GUI will play the best one, Genmove mode use command genmove and the engine will play move itself.

7) Auto Analyze and Batch Analyze:

Auto Analyze

Start move(Optional,default current move)

End move(Optional,default last move)

Time per move(Seconds)2

Total visits per move

Best candidate visits per move

Analyze black☒

Analyze white☒

Analyze all branch☒

Enhance analyze on big difference☐Set condition

Auto save game☐

StartStop

Opened from 【Analyze】 - 【Auto analyze(A)】

【Start move】 Empty equals start from current move.

【End move】 Empty equals analyze until last move.

【Time per move】 【Total visits per move】 【Best candidate visits per move】 Meet one of the three options will go to the next move.

Batch analyze table

Pause/GoStart/StopStart/Stop(Flash)AddFileClear

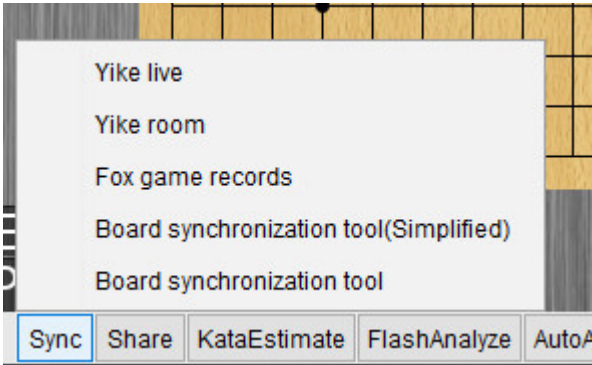
Sort	File	Prior	Up	Down	Delete
Current	[lzyabed]vs[zx8879]1599404989030002900.sgf	Prior	Up	Down	Delete
2	[申真谿]vs[柯洁]1591598604010001685_已分析_20200...	Prior	Up	Down	Delete

Batch analyze is in 【Analyze】 - 【Batch analyze】 or bottom toolbar 【Batch analyze】 ,after select game records, there will be a frame contains same options as Auto Analyze.

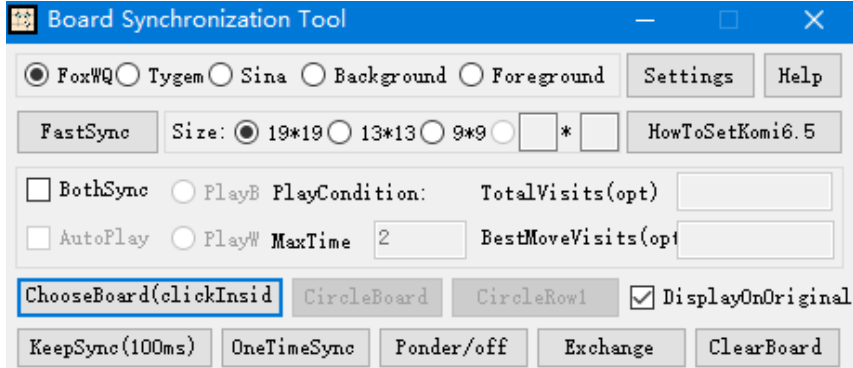
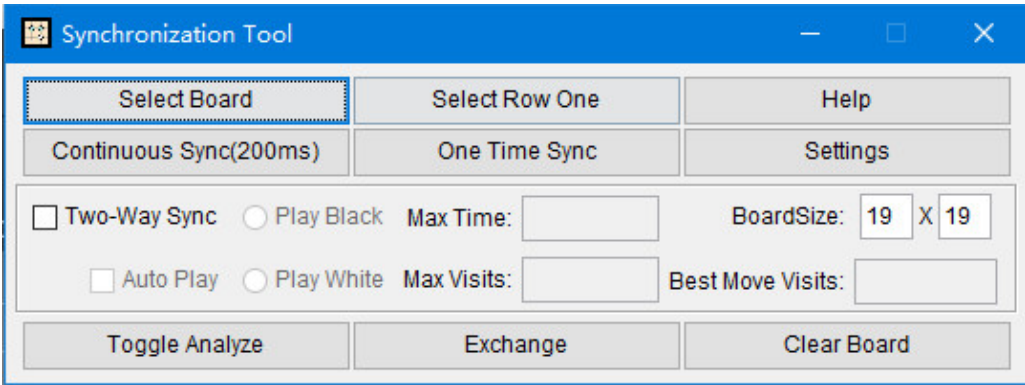


### 8) Synchronization:

Open from **【Sync】** menu or bottom toolbar, support sync Yike Live, Yike Room or Fox weiqi game records into Lizziezy.

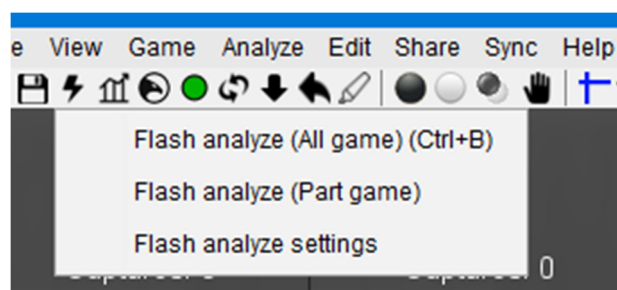


Other platform can be sync into Lizziezy by use **【Board synchronization tool】**, the left one is Simplified version support to run in any system include mac linux windows, the right one can only run in windows system but has more functions, see details in help menu.

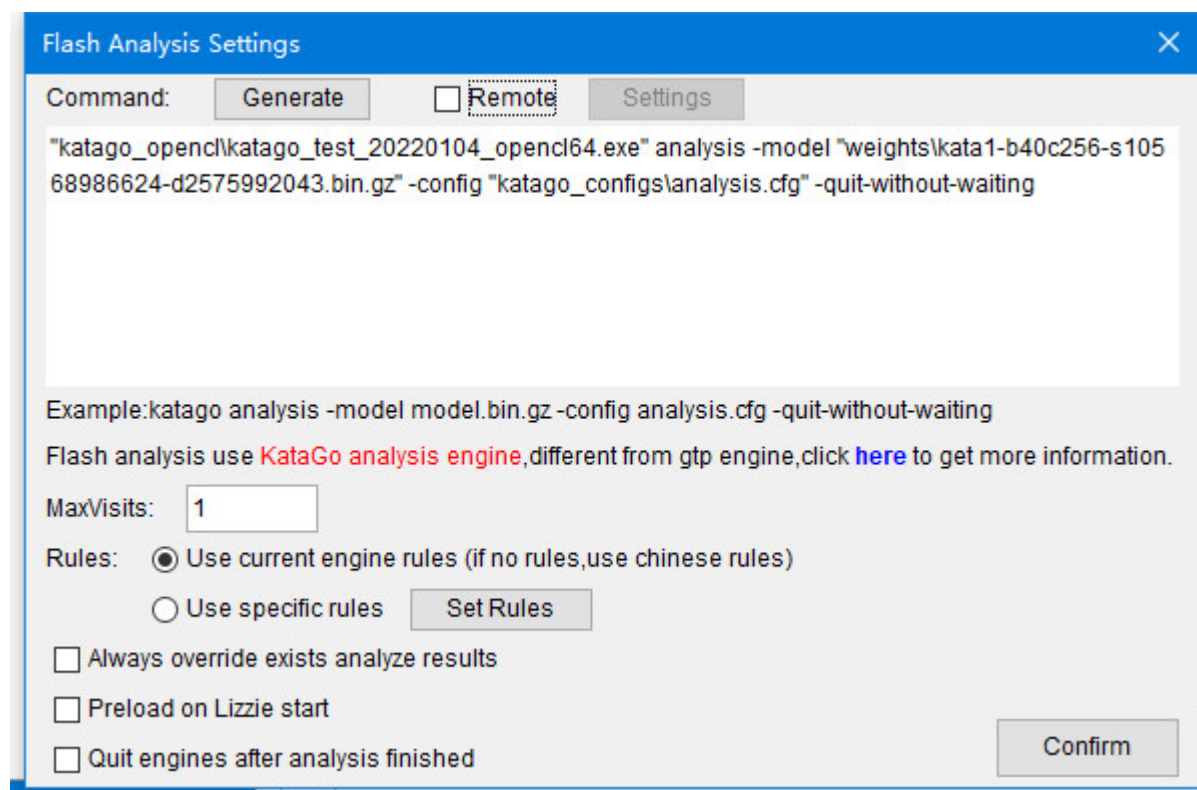


## 9) Flash Analyze:

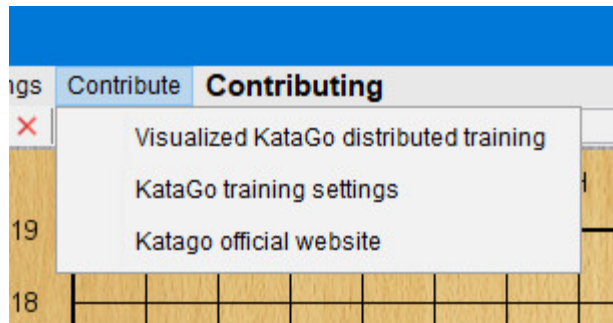
Opened from **【Analyze】** - **【Flash analyze】** or lightning icon in toolbar, flash analyze is based on KataGo analysis engine.



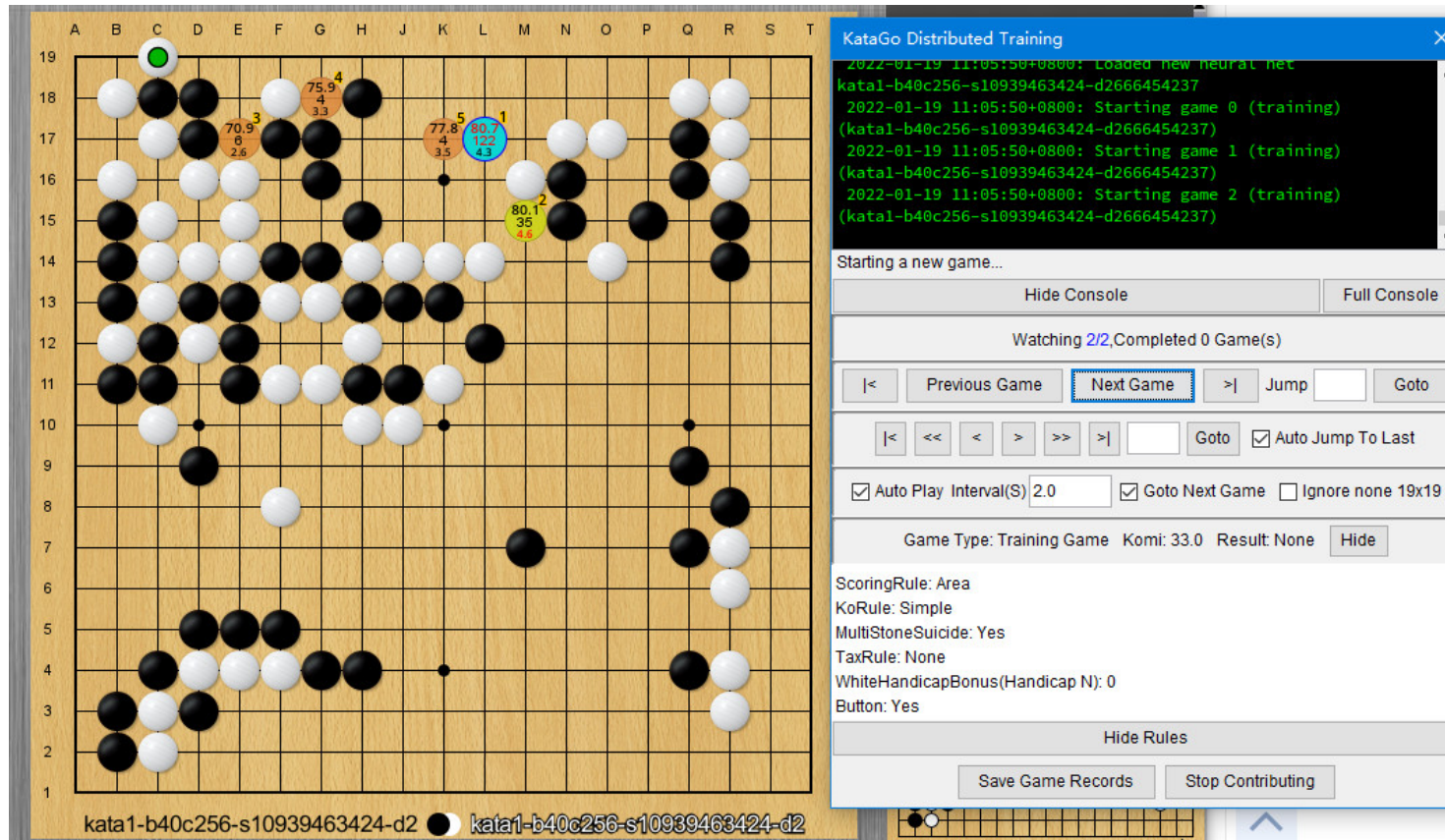
You must set the right engine command first. The generate button can help you set the command. More MaxVisits will cost more time to finish the analyze.



## 10) Contribute for Distributed training:



Opened from menu 【Contribute】, need sign a account at KataGo official website <https://katagotraining.org/>, then set the engine path(need use official engine) and input your account and password, you will be ready to start up contributing.



After start contributing, you will see the games and rules and komi etc.



## 11) Settings:

Most options can be found in **【Settings】** - **【Config】**, engine settings in **【Settings】** - **【Engines】**.

You can set toolbar items in **【View】** - **【Tool bar】**

