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Subject: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 09 Apr 2016 04:13:24 GMT

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This is my first chess program. It is fully functional except it is extreme in the sense that it's primitive.

The way you move depends on the board layout.

The board layout is numbered

00,10,20,30,40,50,70,80

01,11,21,31,41,51,71,81

.

.

.

07,17,27,37,47,57,77,87

08,18,28,38,48,58,78,88

The first number is the column from 0 to 8 inclusive skipping the number after 5.

The second number is the row from 0 to 8 inclusive skipping the number after 5.

Anyways, you enter the two numbers for the start of the piece and enter two numbers where you want it placed.

You may move the pieces anywhere so it is up to you to check for legal moves.

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### File Attachments

1) [NKT73.EXE](#), downloaded 2710 times

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 09 Apr 2016 12:04:37 GMT

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Thank you Jesus Christ.

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### File Attachments

1) [NKT73.EXE](#), downloaded 968 times

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Mon, 11 Apr 2016 06:59:31 GMT

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Jesus!  
Chua Me O!

Here is a fix hopefully for the en passant situation.

The remaining task is to do the king and queen side castling.

Also, playing black and white sides need to be updated instead of being on one side all the time.

Thank you Jesus Christ who died just for me.

#### File Attachments

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- 1) [NKTCHESS.EXE](#), downloaded 2710 times
  - 2) [chesssav.EXE](#), downloaded 2669 times
  - 3) [chess.sav](#), downloaded 931 times
- 

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Mon, 11 Apr 2016 09:08:32 GMT

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Jesus Christ!

This is a chess program update.

You are able to castle now.

It takes a little getting used to because it is simple.

However just pressing one of the numbers key from 1 to 8 allows castling so long that you press it first.

If you press the letters first then it goes into algebraic chess notation.

#### File Attachments

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- 1) [NKTCHESS.EXE](#), downloaded 2684 times
  - 2) [chesssav.EXE](#), downloaded 2637 times
  - 3) [chess.sav](#), downloaded 974 times
- 

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Mon, 11 Apr 2016 10:46:25 GMT

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God, Jesus Christ, is number one greatest of all times past present and future#!!

Honours to my real mom Huong Thi Thuyen Vu  
Honours to my real dad Nguyen Binh Thuy

Love to my real sister Nguyen Khoa Thi  
Love to my real sister Nguyen Khoa Thuyen

Content: Thank you Jesus Christ.

nktchess.exe has been updated to save your current game in text called current.sav

chesssav.exe will read and reproduce the current game moves only if current.sav is renamed to chess.sav

nktchess.exe must be ran first in order for chesssav.exe to work unless you are making your own chess.sav from a game note your played somewhere else.

There is an example of how to make the chess note in algebraic chess notation in the default current.sav and chess.sav

Thank you.

The following link is a backup to the same programs just in case.

<https://www.mediafire.com/folder/1bdzde3vlzrqw/Complete>

### File Attachments

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- 1) [NKTCHESSEXE](#), downloaded 2678 times
  - 2) [chesssav.EXE](#), downloaded 2524 times
  - 3) [chess.sav](#), downloaded 973 times
  - 4) [CURRENT.SAV](#), downloaded 964 times
- 

**Subject: Re: ChessNKT**

Posted by [tienkhoanguyen](#) on Mon, 11 Apr 2016 15:04:39 GMT

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Here in this nktchess and chesssav the chess program is now automating the castling moves. Please make sure all your moves are in algebraic chess notation. Two texts are given for an example to let the chesssav read. One is an example of castling while the other is an example of en passant. Thank you. God bless you!

P.S. To allow the chesssav to work please rename chesscsl to chess for the example of castling. Otherwise, you may rename chessenp to chess for the example of en passant. Also, please do not forget to add the extension sav to the texts to let the program know it is a chess text. Thank you again.



That invisible space is reserved for pawn promotion.

An example is given above where H7 H85 letting the program know that the pawn reached the end and promoted to a rook.

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### File Attachments

- 1) [chesssav.EXE](#), downloaded 2755 times
  - 2) [NKT73.EXE](#), downloaded 1003 times
- 

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Wed, 13 Apr 2016 16:03:11 GMT

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Here is a full game example using en passant for one instance. White goes first and is on top so you would choose 2 at the beginning screen when running chesssav.exe. Thank you!

The enclosed file "chess.sav" works only with "chesssav.exe" the chess game reader. If you look at "chess.sav" with a text viewer you notice how algebraic chess notation is used and how notes are added to the end.

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### File Attachments

- 1) [chess.sav](#), downloaded 876 times
- 

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 16 Apr 2016 03:47:20 GMT

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Here in this edition of nktchess and chesssav the colors are attempted to be clearer. I hope you all enjoy my free wares \*I think\*. hehe

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### File Attachments

- 1) [chess.sav](#), downloaded 783 times
  - 2) [chesssav.EXE](#), downloaded 2563 times
  - 3) [NKTCHESSEX.EXE](#), downloaded 2473 times
- 

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 16 Apr 2016 07:01:37 GMT

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Well this is hopefully a little less annoying. It doesn't blink like the last one so hopefully it is more tolerated.

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## File Attachments

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- 1) [chess.sav](#), downloaded 738 times
  - 2) [chesssav.EXE](#), downloaded 2393 times
  - 3) [NKTCHESS.EXE](#), downloaded 2487 times
- 

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Subject: Possibly The Tentative Final NKTchess?

Posted by [tienkhoanguyen](#) on Sat, 16 Apr 2016 09:35:53 GMT

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hehe Well I'd like to think this is the final one. However with all things 'final' is an elusive word that probably doesn't say what it intends.

## File Attachments

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- 1) [chess.sav](#), downloaded 724 times
  - 2) [chesssav.EXE](#), downloaded 2552 times
  - 3) [NKTCHESS.EXE](#), downloaded 2454 times
- 

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 16 Apr 2016 13:56:46 GMT

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Right now it is lacking a chess engine and also a pgn converter. I'm sorry about that, but it is meant to be like homework. I remember I learn best in school when I did the hard work instead of letting an engine (e.g. calculator) do it for you. Currently the most popular format is pgn to store chess information; Unfortunately this new way is not the way I learned. The old fashioned way is algebraic chess notation. It has less overhead on the mind and keeps it simpler so that the mind can think about the chess pieces.

So if you want something like Stockfish to play chess with a computer all day long then that is your choice. I don't know how far you'll go by playing all the time with the computer like that.

However if you want to analyse games and do your homework like you do in school to get an A then I advertise my program.

Know it is not the best in the world since God is the best of the good!

Honours to my real mom Huong Thi Thuyen Vu  
Honours to my real dad Nguyen Binh Thuy

Love to my real sister Nguyen Khoa Thi  
Love to my real sister Nguyen Khoa Thuyen

Content: Thank you Jesus Christ. [for the rest of my life on earth and for the rest of eternity afterwards, "Thank you Jesus Christ."]

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 16 Apr 2016 14:03:50 GMT

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This is the final programs so far.

### File Attachments

1) [Screen Shot 2016-04-16 at 1.01.01 AM.png](#), downloaded 1018 times

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 16 Apr 2016 14:17:24 GMT

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Some final credits for this program:

1. God for me being able to have the skills to make it because my two parents (mom Huong Thi Thuyen Vu and dad Nguyen Binh Thuy) put me through school for programming.
2. A few of my friends who've been there to help out with a few technical details.

For instance, double buffering is credited to Sir Allen Pilgrim who is the creator of Xargon for DOS.

---

Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 16 Apr 2016 14:33:43 GMT

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A few other names for the technical details are follows:

Game Console Programming through Quadko from [www.dosgames.com](http://www.dosgames.com)

VGA programming through Sir David Brackeen especially using 256 color bitmaps.

Borland for Turbo C 2.01 and Turbo Assembler 4.1, and Turbo Assembler 2.51

by the way, Sir Allen Pilgrim should be able to be reached at [www.classicdosgames.com](http://www.classicdosgames.com)

Adobe for the PhotoShop CS2

Microsoft for activating my Microsoft Windows 8, MS-DOS 6.22

DOSBox 0.74 at the VOGONS group

Lehigh County Community College, Schecksville, Pennsylvania for my 2 years of programming  
The Vietnamese people of course.

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Subject: Re: ChessNKT  
Posted by [tienkhoanguyen](#) on Sat, 16 Apr 2016 14:37:14 GMT  
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Almost left out everyone else even [www.VetusWare.org](http://www.VetusWare.org) haha

Thank you God for sending your only son Jesus Christ to die about 2000 years ago for all of us is the most important of all#

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Subject: Re: ChessNKT  
Posted by [tienkhoanguyen](#) on Tue, 19 Apr 2016 10:26:38 GMT  
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Well here is an update to NKTchess and ChessSav. There was a memory conflict slight glitch. Also, an immediate exit key has been added to ChessSav by pressing q for quit. So all \*should\* be in the clear now. Please note that if you are using real hardware that it uses VGA card and MS-DOS must have a default of 1 MEG of ram. Thank you.

My parents left me the most important lesson of all when I grew up. They always made sure I praise Jesus Christ all my life! Thank you God my two sisters have graduated and are working now.

### File Attachments

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- 1) [chess.sav](#), downloaded 729 times
  - 2) [chesssav.EXE](#), downloaded 2443 times
  - 3) [NKTCHESSEXE](#), downloaded 2416 times
- 

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Subject: Re: ChessNKT  
Posted by [tienkhoanguyen](#) on Tue, 19 Apr 2016 22:32:42 GMT  
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---

Here is a more compact NKTchess since it combines NKTchess and ChessSav into one program. You are able to make your own custom board by editing the bitmap. Also, a default board is used if you don't have one or you just like that one.

Once again, a sample chess.sav is enclosed so that you can review a game.

### File Attachments

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- 1) [chess.sav](#), downloaded 759 times
-



- 2) [board.bmp](#), downloaded 854 times
  - 3) [NKTCHESSEXE](#), downloaded 2444 times
- 

Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Wed, 20 Apr 2016 08:11:34 GMT

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---

Classic.

If you're looking for a classic chessboard and feel, I hope you find it in this one. Well, it's pretty much just classic so far that a digital computer design goes. hehe

So without further a due, here is NKTchess/ChessSav.

P.S.

Please note if you are using the classic black and white board that the algebraic chess coordinates you will be entering are not visible. Please give it a second to update the board after you enter the coordinates. Thank you.

For instance, the black and white board shows up. You would enter something like D2D3 and that tells the computer to move from D2 to D3. It takes about a second for it to update the entire board. Q always quits the program.

Thank you Jesus Christ.

Honours to my real mom Huong Thi Thuyen Vu  
Honours to my real dad Nguyen Binh Thuy

Love to my real sister Nguyen Khoa Thuyen  
Love to my real sister Nguyen Khoa Thi

P.P.S. Also, please note that board.bmp needs to be present for the classic board to work.

#### File Attachments

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- 1) [board.bmp](#), downloaded 887 times
  - 2) [chess.sav](#), downloaded 705 times
  - 3) [NKTCHESSEXE](#), downloaded 768 times
- 

Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Wed, 20 Apr 2016 09:08:57 GMT

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Okay, for those of you who know me I've been able to reach the low level chess master two times.

One time when I draw at or around 2200 ELO and another time when I won at exact 2212 ELO. 2200 ELO and above is considered master in chess.

Well, I'm trying to create this chess board so that the hardcore chess players would not mind playing on it. In this one the white square is on the bottom right. Technically the right square is supposed to be on the bottom right.

---

### File Attachments

- 1) [board.bmp](#), downloaded 893 times
  - 2) [chess.sav](#), downloaded 774 times
  - 3) [NKTCHESSEXE](#), downloaded 2382 times
- 

---

Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Wed, 20 Apr 2016 14:56:37 GMT

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---

Jesus Christ!

Bless to God first#

Then bless my real mom Huong Thi Thuyen Vu.

Also, honours to my real mom Huong Thi Thuyen Vu and my real dad Nguyen Binh Thuy.

Love to my real sisters, Nguyen Khoa Thuyen and Nguyen Khoa Thi.

Content: Thank you Jesus Christ.

A little update on the board.

---

### File Attachments

- 1) [board.bmp](#), downloaded 891 times
  - 2) [chess.sav](#), downloaded 742 times
  - 3) [NKTCHESSEXE](#), downloaded 823 times
- 

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Wed, 20 Apr 2016 19:21:04 GMT

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---

Here is a major update for certain emulators. In one instance a DOS emulator reviews a game rapidly. So this update is made to prevent rapid reviews of games during ChessSav mode.

---

### File Attachments

- 1) [board.bmp](#), downloaded 847 times
  - 2) [chess.sav](#), downloaded 741 times
-

3) [NKTCHESSEXE](#), downloaded 2594 times

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Sat, 30 Apr 2016 01:19:29 GMT

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---

God, Jesus Christ, is number one!

Jesus! - dad Nguyen Binh Thuy  
Chua Me O! - mom Huong Thi Thuyen Vu

Content: Thank you Jesus Christ.

Well this is NKTCHESSEXE. There is a 3rd side secret option.

When you are asked to play white or dark, just press 3 and it takes to you an alternate ending.

This is just one of those homeworks that I'm doing on my own time.

---

#### File Attachments

- 1) [board.bmp](#), downloaded 879 times
  - 2) [chess.sav](#), downloaded 758 times
  - 3) [NKTCHESSEXE](#), downloaded 811 times
- 

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Subject: Re: ChessNKT

Posted by [tienkhoanguyen](#) on Fri, 06 May 2016 16:55:11 GMT

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God, Jesus Christ, is number one!

Honours to my real mom Huong Thi Thuyen Vu  
Honours to my real dad Nguyen Binh Thuy

Content: Thank you Jesus Christ.

I've just been thinking about the possible modification of my chess programs and other programs. If there is a need to add a chess engine you can reverse compile it and use a Borland Turbo C 2.01 to add a chess engine and such.

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