Chess Analysis Editor

User Manual

analysis-editor.html

Single-file web app for loading, replaying, annotating, and saving chess games in PGN format.

Features: multi-game PGN, Chess960, variations, figurine notation, NAG quality & evaluation marks,
Lichess cloud evaluation, board move input, Save / Append dialogs, URL parameter loading.

Updated for the current analysis-editor.html build

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1. Overview

Chess Analysis Editor is a self-contained HTML application. Open `analysis-editor.html` in a modern browser (Chrome, Edge, Firefox, Safari). No installation is required. Chess libraries are loaded from jsDelivr CDN on first use (internet connection required for libraries and for Lichess cloud evaluation).

Typical workflow: **Load** a PGN → select a game → step through moves → add comments and quality/evaluation marks → optionally compare with Lichess cloud lines → **Save** or **Append** the analysed game.

1.1 Layout

Portrait: single column — game selector, board and controls, then annotation, Load/Save/Append, and the move list.

Landscape: full screen width, two columns. Left: game selector, optional game info, board (stable size), navigation. Right: Lichess button and cloud panel (when available), annotation, Load / Save / Append, move list. Board size is fixed from the viewport so it does not jump when the right column updates.

1.2 Theme and power

Dark theme. While the tab is visible, the app may request a Screen Wake Lock so the display does not dim (supported browsers only).

2. Loading games

2.1 Load button

Press **Load** and choose a `.pgn` or text file. Multi-game files are supported. Large files show progress: reading → splitting → parsing game X of N → preparing board.

2.2 Game selector

After loading, a dropdown lists each game as `White - Black Result`. The selector is above the board; **Info** is to its right and toggles PGN headers above the board.

2.3 URL parameter

You can open a game without a file dialog by passing PGN text in the query string:

`analysis-editor.html?pgn=` followed by URL-encoded PGN. Spaces may be encoded as `%20` or `+`.

2.4 Chess960 and difficult PGNs

Chess960 / Fischer Random games are detected from headers and FEN. Shredder-style castling rights are normalized. ChessBase tags such as `[%cal …]` are stripped. If variations contain illegal analysis moves, the app retries with the main line only and reports that in the status line.

2.5 Status messages

Status text under the board controls clears on the next click. When empty, it takes no vertical space.

3. Board and navigation

3.1 Controls

Control	Action
■ / Home	Starting position
■ / Left arrow	Previous move on the current line
■ / Right arrow	Next move on the current line
■ / End	Last move of the current line (or main line)
Flip	Turn the board; cloud eval is shown for the side at the bottom
■	Delete the last move of a side variation (not the main line)

Keyboard shortcuts work when focus is not in a text field or dropdown.

3.2 Playing moves on the board

Click a piece and then the destination (or drag). If the move exists in the notation, the viewer jumps to it. Otherwise a new variation is created (or the current line is extended). Illegal moves are rejected. Promotion defaults to queen.

3.3 Move list and figurine notation

Moves are shown in **figurine algebraic notation** (■ ■ ■ ■ ■). Main line is white; variations grey; subvariations grey italic. Comments appear without curly braces. Variation parentheses have no extra spaces: `(moves)`. The game result is at the end of the list. Click any move to jump there.

4. Annotating moves

When a move is selected, the annotation card appears. Changes apply immediately (no Apply button).

4.1 Comments

Upper field: comment before the move. Lower field: comment after the move. Each field shows at most two rows. Comments also appear in the move list next to the move.

4.2 Move quality

Symbol	Meaning (NAG)
!	Good ($1)
?	Mistake ($2)
!!	Brilliant ($3)
??	Blunder ($4)
!?	Interesting ($5)
?!	Dubious ($6)
■	Forced / only move ($7 / $8)
↑	Better is ($142)
■	Counterplay ($132)

4.3 Position evaluation

Symbol	Meaning (NAG)
=	Equal ($10–$12)
⩲	Slight advantage White ($14); also from “+=” in comments
⩱	Slight advantage Black ($15); also from “=+”
±	Clear advantage White ($16); also from “+/-”
∓	Clear advantage Black ($17); also from “-/+”
+-	Decisive White ($18)
-+	Decisive Black ($19)
∞	Unclear ($13)
∞=	Sufficient compensation White ($44)
=∞	Sufficient compensation Black ($45)

Many other NAGs are displayed in the move list when present (initiative, attack, novelty, etc.). Unknown codes appear as `$N`. Evaluation glyphs stored only in comments are migrated into the evaluation dropdown when a game is selected.

5. Lichess integration

5.1 Open on Lichess

After a PGN is loaded, **Open on Lichess for detailled analysis** opens the official Lichess analysis board for the **current position**.

5.2 Cloud evaluation

When Lichess has a cloud evaluation for the position, a panel appears automatically with score, depth, and principal variations. Click a move in a line to play that prefix on your board. If there is no cloud data, the panel stays hidden.

5.3 Evaluation viewpoint

Scores are shown for the side at the **bottom** of the board. Flipping the board updates the signs immediately.

6. Saving and appending

6.1 Save

Press **Save** to open a system “Save as…” dialog (Chrome / Edge recommended via the File System Access API). Choosing an existing file **overwrites** it. Other browsers fall back to a normal download.

Default file name:

- Single game: `White-Black_analysed.pgn` (from header names).
- Multi-game file: `originalname_analysed.pgn`.

6.2 Append

Press **Append**, select an existing PGN file, and the **current game** is appended and written back under the **same file name** when the browser allows in-place write. Otherwise you are prompted to save the combined file (suggested name = the file you selected).

6.3 What is written

Save writes all games currently in memory. Append adds only the game you are viewing. Annotations, NAGs, and variations are preserved as far as the PGN model allows.

7. Tips and limitations

- Internet is required for CDN libraries and Lichess features.
- Full Save/Append overwrite dialogs work best in Chrome or Edge (not as a restricted file:// page without permissions).
- Cloud eval exists only for positions Lichess has stored; otherwise use Open on Lichess.
- ■ undoes only the last move of a side variation, not main-line moves.
- Always Save or Append before closing the tab; work is held in memory only.
- If the board is empty on open, hard-refresh (Ctrl+F5) and check network access to cdn.jsdelivr.net.

8. Quick reference

Task	How
Load games	Load → pick a .pgn file
Load via URL	?pgn=URL-encoded PGN text
Replay	■ ■ or click moves in the list
Annotate	Select move → edit comments / quality / evaluation
New variation	Play a different legal move on the board
Remove variation move	■ while on that side line
Cloud lines	Appear automatically when available
Full Lichess analysis	Open on Lichess for detailled analysis
Save	Save → dialog; single game → White-Black_analysed.pgn
Append	Append → select file → current game added, same name

End of manual. Application file: `analysis-editor.html`.