3.1 Using the lambda Package

The skak package uses the lambda package to do some of the hard processing necessary to allow the PGN notation as input — since it is not standard in \LaTeX\ distributions it is included in the distribution of the skak package.

4 Basic usage of the skak package

Once the skak package has been installed you only need to know very few things in order to produce nicely typeset chess games:

- write \texttt{\usepackage{skak}} in the preamble.
- the \texttt{\newgame} command.
- the \texttt{\mainline} command.
- the \texttt{\variation} command.
- the \texttt{\showboard} command.

As an example I will describe some moves from the Ruy Lopez opening — please note that the comments are just idle talk. In the left column the input is shown and the corresponding output is shown in the right column.

\begin{verbatim}
1 e4 e5 2 Nf3 Nc6 3 Bb5
\newgame
\mainline{1.e4 e5 2.Nf3 Nc6 3.Bb5}
\showboard
\end{verbatim}

The \texttt{\newgame} command sets u the internal board or a new game. The \texttt{\mainline} command does two things: it typesets the moves and updates the board so that \texttt{\showboard} will show the current board position.