IGS

— The International Go Server —

IGS system administration

August 5, 1992

Contents

1 Introduction

Many people have discovered the wonderful world of the International Go Server (IGS). Some go there to play a game, some to watch a game, some just to talk to a remote friend (who they actually might never have seen!). But basically, the IGS is a lively international Go club, open 24 hours daily and probably one of the strongest amateur Go club ever.

This manual will show you the possibilities of the IGS and can be used as both an introduction and reference manual.

(By the way, this manual is compiled from the online help files available on the IGS itself!)

2 Command overview

The commands are divided into four groups: commands which are valid at any time, commands during playing and scoring, commands while waiting for an opponent and the system maintenance (privileged) commands.

Any time

```
address  info     quit     stored
all      last     rank     tell
best     look     ranks    thist
chars    mail     refresh  time
decrease message  reset    toggle
delete   moves    sgf      uptime
games    password shout    watching
help     players  stats    who
increase
```

While playing/scoring

```
addtime  done     komi     save
adjourn  handicap pass     say
coords   kibitz   resign
```

While waiting

```
decline  load     match    observe
kibitz
```

Privileged command

```
connect  kill     remove   super
dump     rehash   shutdown xshout
```

2.1 address

`address Email-address`

Sets your current Email address to *Email-address*. The address must contain a '@' and a '.', or be 'None'.

Example:

```
tcasey@adobe.com
```

It then saves the player to disk. It is important to make your address correct. I have already had trouble with people sending to aliases on campus (of about 100+ people). If this continues, I will remove the mail feature.

See also: **connect password toggles**

2.2 addtime

`addtime #`

Addtime adds # to the your opponent's clock.

2.3 adjourn

`adjourn`

Request the adjournment of the game. The game will be saved — you may want to save first it so it may be started later. Adjourn is also used to agree to adjourn.

See also: **decline, stored, save**

2.4 all

`all #`

List who is observing game #.

See also: **observe, match**

2.5 best

`best [count]`

List the best players registered with the server. If *count* is supplied, then *count* lines are listed.

See also: **stat ranking**

2.6 chars

`chars BWEDTtSc`

Chars set the characters used to draw the board. The characters are as follows:

	Meaning	Default
B	Black	#
W	White	@
E	Empty	.
D	Dame	.
T	White territory	.
t	Black territory	.
S	Startpoint	+
c	Counted	.

2.7 connect

`connect username`

Displays the address of the connection from *username* and what the *username's* file descriptor number is. Allows tracing of a player to a site.

See also: **address stats who**

2.8 coords

The coordinate system used by this server is [A...Z][1...25], depending on the board size. 'I' is not a valid letter. The maximum board size is 25.

On a 19x19 board A1 is upper left, T19 is lower right, D4 is a Star Point.

Blacks first move can be the handicap: **Handicap #**, where # is the number of stones. # has to be between 2 and 9 inclusive.

During the game **pass** is also a valid move. It takes 3 passes to score a game. (See match)

Undo is also valid during a game and during scoring.

See also: **match undo**

2.9 decline

`decline`

Refuse a match, after someone has offered one.

See also: **open match**

2.10 decrease

`decrease`

Decrease raises your rank, as shown by **stats**, and **who**.

See also: **increase stats ranks rank who**

2.11 delete

`delete filename`

Deletes a stored game. The *filename* has the form: `whiteplayer-blackplayer`.

See also: **stored**

2.12 done

No description available for **done**

2.13 dump

No description available for **dump**

2.14 games

`games [#]`

List the games currently in progress. White is always listed first. If # is supplied, it is the only game listed.

Example:

```
[##]  white name [ rk]      black name [ rk] (Move size H-cap Komi)
[ 0]       peter [ 3d] vs.     catcher [ 2d] ( 79   19    0    5.5)
[ 1]    Tortoise [10k] vs.     bertram [10k] (118   19    0    0.5)
[ 2]         rem [ 3k] vs.         bmw [ NR] ( 25    5    0    5.5)
```

In the header, `##` is the game number and `[rk]` are the players ranks.

See also: **watching all**

2.15 handicap

`handicap #`

This should be black's first command after starting a game to place # of handicap stones.

See also: **coords match**

2.16 help

`help [command]`

Give general help or about a specific *command*.

2.17 increase

`increase`

Increase raises your rank, as shown by **stats**, and **who**.

See also: **decrease stats ranks rank who**

2.18 info

`info [message]`

Sets the your info to be *message*. It will handle up to 255 characters. Be warned that some terminals only display 80 columns.

See also: **games stats toggle**

2.19 kibitz

`kibitz [#] message`

Sends *message* to the observation list of game #. # may be omitted if you are observing only one game or are playing. The message is limited to 184 characters. (Usually, telnet will allow you to type in 255.) Players do not see kibitzes.

There is a short hand **kibitz**: a single quote, "'". The game number is only necessary if you are observing more than one game. When one uses the short hand one needs the space after the single quote.

Example:

```
#> ' W dead.
    ^----------------NOTE:  a space after "'".
```

produces:

```
Kibitz observer [rk]: Game white vs black [#]
  W dead.
```

See also: **observe say shout tell**

2.20 kill

`kill username`

Removes the logged in *username* from the server. Have to be the SUPERVISOR to use this command. You can remove yourself, 'Logon', and any other name listed by **who**.

SUPERVISOR is defined in config.h

See also: **who**

2.21 komi

`komi #`

One player types in **komi** #. A message is sent to both players informing them of the value that player wanted. The second player types in **komi** #, where # is the same value. The server then changes the value of the komi, for the game.

is an integral value for the komi. # is allowed to be negative. 0.5 is automatically added to the komi, after both players agree on a value.

After a handicap move, the komi is set to 0.5. Otherwise the default is 5.5.

2.22 last

`last [username [count]]`

Lists the users who used the server recently. If given a *username*, lists that usernames' past 20 logins. If given a *count*, lists the last valcount logins.

See also: **who games**

2.23 load

`load filename`

Load a saved game. You must remember the file name. The *filename* will be of the form `whiteplayer-blackplayer`.

See also: **adjourn hold look save stored**

2.24 look

`look filename`

Look at saved game. You must know the filename *filename*. It will be of the form `whiteplayer-blackplayer`. You can not load other people's game.

See also: **adjourn hold load save stored**

2.25 mail

`mail address filename`

This mails the game *filename* to the *address* specified. Like **load** the filename is `whiteplayer-blackplayer`. The game record is in SGF format with both the **say** and **kibitz** comments in it too. The game had to have already completed, not adjourned.

Please use your correct address. I get the mail that is not correctly addressed. A correct address has to at least have '@', and '.' in the address.

See also: **automail**

2.26 match

`match username [color [size [time]]]`

Offer a game to an opponent or accept one offered to you. You must supply your prospective opponent's name. Optional arguments are your *color*, the *size* of the board, and allotted *time* for the match. If you do not supply the color the offering player is black (the second player to type **match opponent** is white.) The default board size is 19 and the default match time is one and one half hour per person. The *color* argument is 'W' or 'B'. Both *size* and *time* are integers. Time is measured in minutes.

The first move by black can be **handicap #** where # is the number of handicap stones. See the **coord** help file.

pass is how you go from playing to scoring. At the end of the game, after all dame have been filled, it takes three passes to score a game. The prompt will change from "#>" to "Enter Dead Groups:" Enter the coords of groups which are dead and the server will erase the dead groups. Type **done** to score. If you make a mistake while scoring, **undo** will restore the board.

See also: **coords decline games open quiet refresh say verbose**

2.27 message

`message [username message]`

With the *username* and *message*, **message** appends that string onto the message file of *username*. Example:

```
message tim fix the server.
```

Will add:

```
from player: fix the server.
```

to tim's message file.

Without the username and message, you read your messages. After you read them, they are gone.

An announcement is make: *You have messages.*, just after the motd (message of the day).

See also: **stats**

2.28 moves

`moves [#]`

List all of the moves of game #. The default game is your own.

See also: **observing all watching**

2.29 observe

`observe #`

Puts you on the observation list of game #. You can be on multiple observation lists. To quit observing a game type **observe #** again. The white player is listed first in reports.

See also: **watching all match**

2.30 pass

No description available for **pass**

2.31 password

`password <new password>`

Sets your current password to the *<new password>* given. A password must be at least five characters long.

See also: **toggle address**

2.32 players

`players`

List who is currently logged in to the server. The information in who is:

```
Info      Name       Idle  Rank      : Info   Name       Idle  Rank
 QX -- -- tim          1   4k
                           ^^^----The player's ranking.
                      ^^^---------The player's idle time, in minutes.
          ^^^^^^^^^^^-------------The player's name.
       ^^-------------------------The game number the player is playing.
    ^^----------------------------The first game being observed.
^^^-------------------------------The player's current state.
```

If there is a `Q` under the info it means the player has quiet set (ie. not listening to shouts). If there is an `X` under the info, it means the person is not accepting matches. If there is a `!` under info, it means the person is looking for a match.

See also: **games stats toggle who**

2.33 quit

`quit`

Quit the go server. If you are playing, it attempts to save your game.

See also: **load save**

2.34 rank

`rank <number><class>`

Set your rank.

k:	Kyu; 30 kyu is the lowest, goes to 1 kyu
d:	Amateur dan; 1 dan is the lowest, goes to 9 dan
p:	Professional dan; same as above

Example:

```
rank 4k
rank 6d
```

At this time it does not deal with "non-standard" ranks.

See also: **decrease increase ranks**

2.35 ranks

`ranks`

Shows the currently supported ranks.

k:	Kyu; 30 kyu is the lowest, goes to 1 kyu
d:	Amateur dan; 1 dan is the lowest, goes to 9 dan
p:	Professional dan; same as above

There are also various other ranks (currently two). They should be self explanatory.

See also: **decrease increase rank**

2.36 refresh

`refresh [#]`

Redraws the board of game #. If verbose is off, refresh lists the past move. If # is given, redraw that game.

See also: **verbose**

2.37 rehash

No description available for **rehash**

2.38 remove

No description available for **remove**

2.39 reset

`reset`

After typing reset twice, during any one session on the server, your won/lost record will be reset.

See also: **stats**

2.40 resign

`resign`

Resign the game that you are currently playing.

See also: **adjourn**

2.41 save

`save`

Saves the current game you are playing.

See also: **load match mail**

2.42 say

`say message`

Say will deliver *message* to your opponent. It is only good during games (when you have an opponent). The message comes out in the same format as tell.

See also: **tell shout**

2.43 sgf

`sgf username`

Shows you the listing of games that are saved in Smart Go Format. Each line of the listing corresponds to a completed game. The *username* '-' will match everyones' games. If I wanted to look for *joebob*'s games, **sgf joebob** would do the trick.

Each game is listed on a line of it's own.

In order to view Smart Go Format games, you need to ftp from `ftp.u.washington.edu` and get `public/go/mgt.22.sh.Z`. Compile it and it will view SGF games.

See also: **ftp mail**

2.44 shout

`shout message`

Send the one line *message* to everybody.

See also: **tell shout**

2.45 shutdown

`shutdown [minutes]`

Starts the shutdown process. If *minutes* is given, the server will send out a down message every minute. The server automatically adjourns games and kills connections.

Without an argument, the server uses DEFAULT_SHUTDOWN_TIME minutes.

One must be SUPERVISOR to run shutdown.

Both DEFAULT_SHUTDOWN_TIME and SUPERVISOR are in config.h

See also:

2.46 stats

`stats [username]`

Lists the rank, wins, losses, and the last time *username* typed info into the server (not the last log in time). Also lists the account's email address, if specified, as well as his toggle settings. There is a line, 255 characters long, of *finger* info.

See also: **who**

2.47 stored

`stored`

Shows you the listing of games you have saved. Each line of the listing corresponds to a saved game.

Example:

```
    6620   6620 Jun  4 15:21 (igs)xzhao-jansteen
```

(6620 is the size of the file.)

See also: **delete load save**

2.48 super

`super`

Gives the person, if they are in the supervisor database, power to use the privileged commands. Once empowered, there is no going back, until that person logs out.

See also:

2.49 tell

`tell username message`

Send *message* to *username*. Current one line messages are the limit. The *username* argument may be '.'. In that case, it sends the message to the last person you used **tell** with. The *username* argument may also be '$'. The recipient will be the last user to log in, or the last user listed by **who**.

As a short cut to "**tell . message**", the server understands "**. message**".

See also: **say shout who**

2.50 time

`time #`

Tells how much time is left in game #.

See also: **games refresh**

2.51 toggle

`toggle option [value]`

Toggle changes the *option* given. If given no *value*, **toggle** sets the specified option to the opposite of what it was. Valid options:

automail Have the server mail you moves after you complete a match (check you e-mail address).

bell If your bell will ring on redraw of boards.

open If 'On' then you are available to accept **match** requests from other players. Other wise you never know about them. If you are playing you do not get match requests.

looking Really want to play, shows a '!' under info.

quiet If set then you do not hear about people logging in/out, game results, and shouts. This flag does not stop shutdown messages.

verbose If set then full boards will be sent to you, otherwise only the last 4 moves will be sent.

client Sets the server to transmit to a client. Implies **toggle verbose true**.

Valid values (case insensitive):

```
true, false, on, off, 0, 1.
```

See also: **match stats who**

2.52 uptime

`uptime`

Gives the current time, in local time and GMT. Gives the amount of time the server has been up.

2.53 thist

`thist [username [count]]`

Looks at the results of the games that have been played recently. If given a *username* to look for, lists that usernames last 20 results. If given a *count*, lists the last *count* results for the given person.

See also:

2.54 watching

`watching`

Shows the games currently being observed by you.

See also: **observe**

2.55 who

`who`

List who is currently logged in to the server. The information in who is:

```
Info      Name       Idle  Rank      : Info   Name       Idle  Rank
 QX -- -- tim          1   4k
                           ^^^----The player's ranking.
                      ^^^---------The player's idle time,
                                  ##d, ##h, ##m ##s,
                                  for days, hours, minutes, seconds.
          ^^^^^^^^^^^-------------The player's name.
       ^^-------------------------The game number the player is playing.
    ^^----------------------------The first game being observed.
^^^-------------------------------The player's current state.
```

If there is a `Q` under the info it means the player has quiet set (ie. not listening to shouts). If there is an `X` under the info, it means the person is not accepting matches. If there is a `!` under info, it means the person is looking for a match.

See also: **games stats toggle**

2.56 xshout

No description available for **xshout**

3 IGS sites

Currently, there are three IGS servers supported throughout the world. Two servers are in the USA, and one is situated in France, Europe. You can make connection to one of the International Go Servers with the program *telnet*. The telnet takes as arguments the address of the machine you want to connect to and the number of the port of that machine. The internet addresses and port numbers of the servers are:

host	host	port
icsib18.icsi.berkeley.edu	128.32.201.46	6969
lacerta.unm.edu	129.24.14.70	6969
cnam.cnam.fr	192.33.159.6	6969

Of these three servers currently the Berkeley server is the most popular one. The reason is that most players on the IGS are living in the USA and the large disk capacity of the computer in Berkeley. The other two sites are mainly serving as a backup facility in case the Berkeley server is down.

4 IGS related software

You can communicate with the IGS by using *telnet* as described in the previous section. But usually the users prefer to use one of the IGS clients available. A client program will interpret the messages received from the IGS and display them in a more pleasant way. For example, if you are running X windows then you should definitely use the X client. It will display the Go board using graphics rather then ascii and it will enable you to play Go using the mouse instead of entering coordinates.

The client programs are available by anonymous ftp from `ftp.u.washington.edu` in the directory `public/go`. The currently supported client programs are:

Program	**Machine**	**window system**
`public/go/xigs_v1.0.sh.Z`	*Any*	X windows
`public/go/igs040.sh.Z`	*Any*	curses
`public/go/gs039.sit.hqx`	Macintosh	Macintosh
`public/go/pcig303z.exe`	PC compatible	VGA

Three more programs of interest are: `public/go/mgt.22.sh.Z`, `public/go/xgoban-1.0.sh.Z` and `public/go/smart2ps32.sh.Z`. The first two programs can display game records (and comments) in Smart Go Format. The latter can convert these records to PostScript enabling you to make a nice print-out of your (or somebody else's!) game.

All three programs are available from `ftp.u.washington.edu`.

5 Bug reports

If you notice any bugs while using IGS please report these to:

`tcasey@adobe.com`

6 Suggestions

If you have any suggestions for possible improvement of the IGS or activities on the IGS please send them to either:

```
tcasey@adobe.com
hale@scam.berkeley.edu
```