

This document demonstrates bugs of xq version 0.3 that were fixed in release 0.4.

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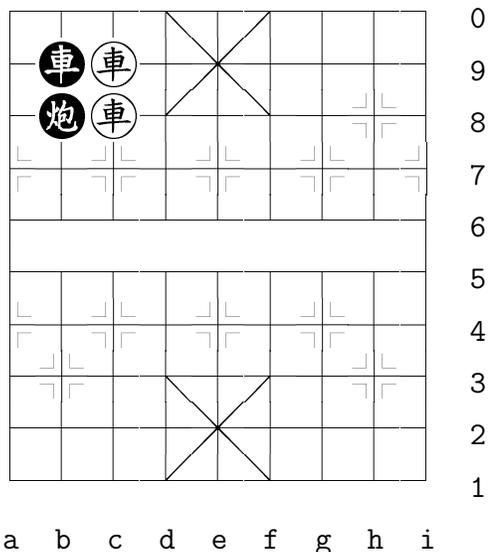
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1 Bug: Red piece already gone

Reported by: Wolfgang Reher

Fixed by: Sebastian Pipping

Consider this artificial setup.



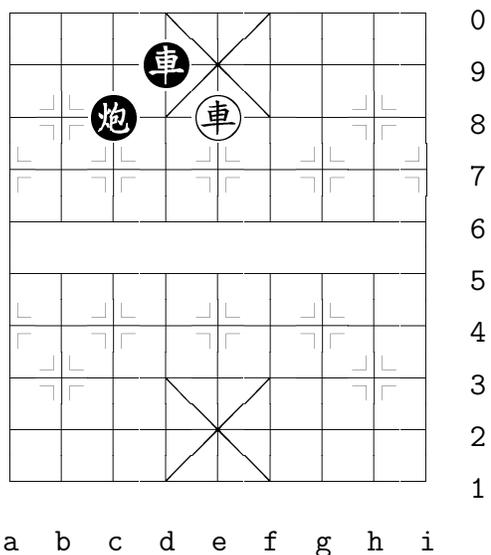
Now for "\move c9d9 b9d9" Black is capturing the Red piece at its new position, output "Rc9-d9 Rb9xd9" is expected (and produced by xq 0.3):

1. Rc9-d9 Rb9xd9 .

In contrast, with "\move c8e8 b8c8" black moves to where Red just left before, non-capturing output "Rc8-e8 Rb8-c8" is expected, xq 0.3 yields Rb8xc8 instead.

2. Rc8-e8 Cb8xc8 .

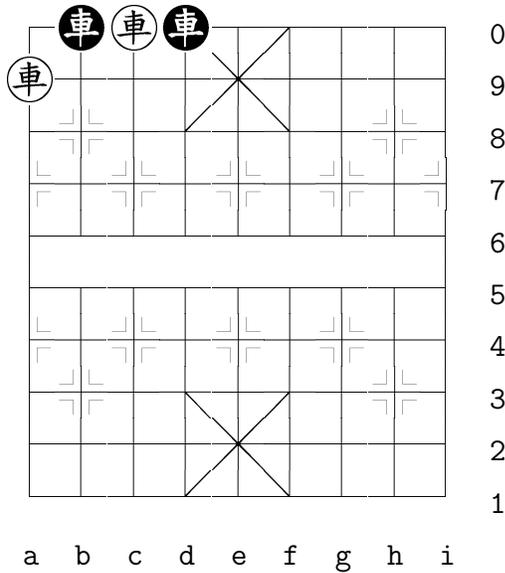
The situation after these moves:



2 Bug: a0 wired to b0

Reported by: Wolfgang Reher
 Fixed by: Sebastian Pipping

Consider this artificial setup.



Now "\move a9a0 xxxx" is a non-capturing move so "Ra9-a0" is expected; xq 0.3 is showing "Ra9xa0" since it checks b0 for occupation rather than a0:

1. Ra9xa0 .

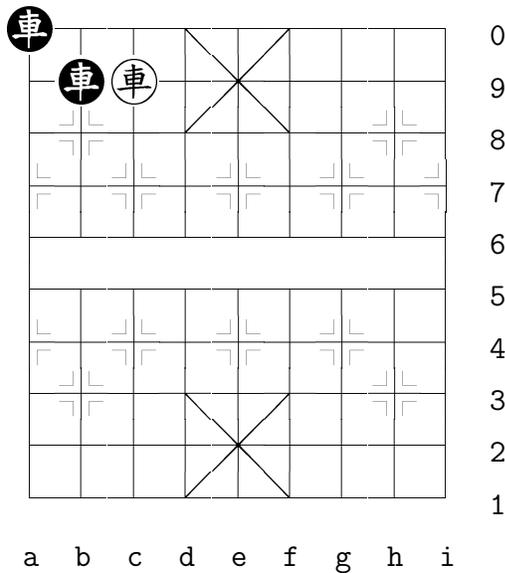
Next, we move the middle rooks out of the way:

1. ... Rb0-b9
2. Rc0-c9 .

Since b0 is no longer occupied, xq 0.3 renders "\move xxxx d0a0" as "Rd0-a0" while "Rd0xa0" would be correct:

2. ... Rd0-a0 .

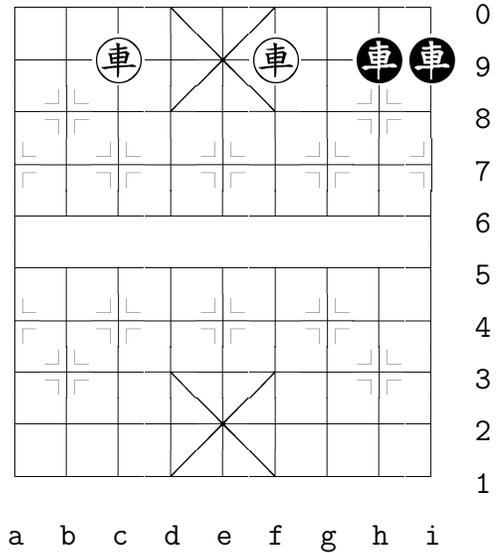
The situation after these moves:



3 Bug: Bad align in move listing

Reported by: Sebastian Pipping
 Fixed by: Sebastian Pipping

Consider this artificial setup.



Now the reduced width of some letters (e.g. "f" and "i") results in bad alignment with xq 0.3:

1. Rc9-c5 Rh9-h5
2. Rf9-f5 Ri9-i5 .

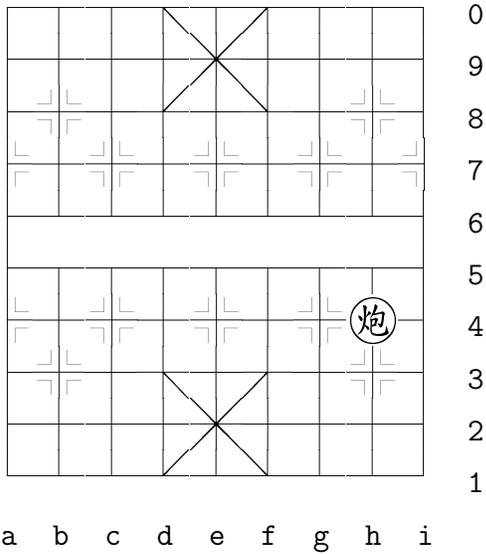
4 Bug: Start marker at i4 missing

Reported by: Wolfgang Reher

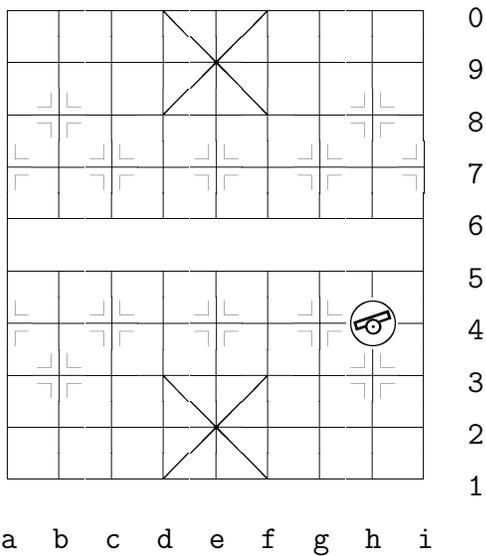
Fixed by: Wolfgang Reher

All four board display commands fail to produce start markers at i4 in xq 0.3.

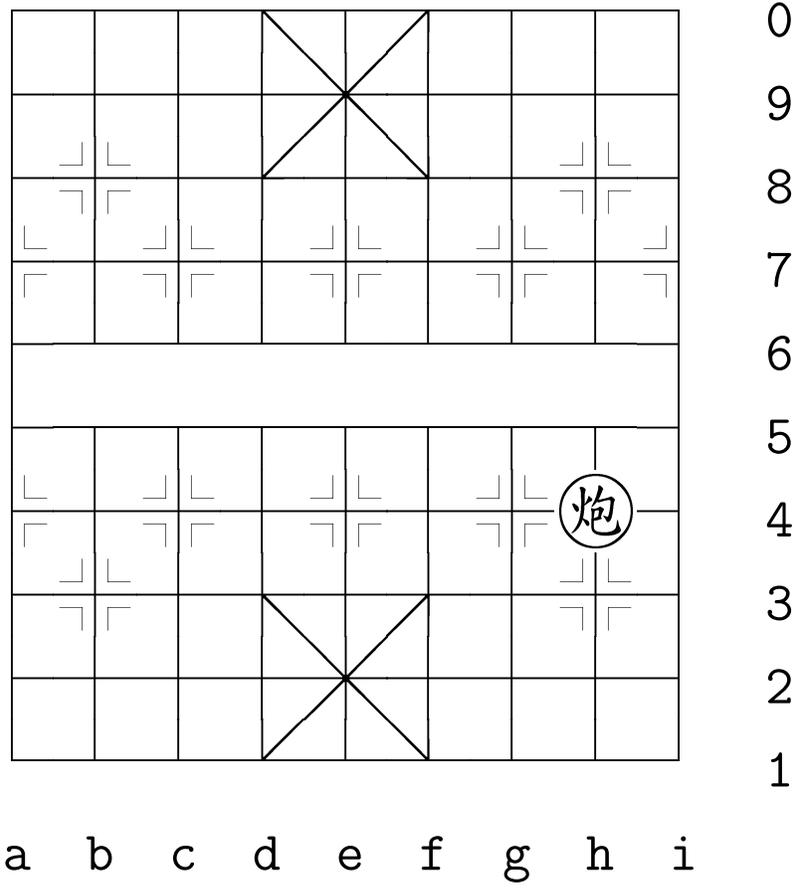
`\showboard`



`\showwesternboard`



\showlargeboard



\showlargewesternboard

