

A lesson with pgf-go

- ▶ The opening of a game, move by move.
- ▶ The whole game in diagrams.
- ▶ A problem, and then its solution.

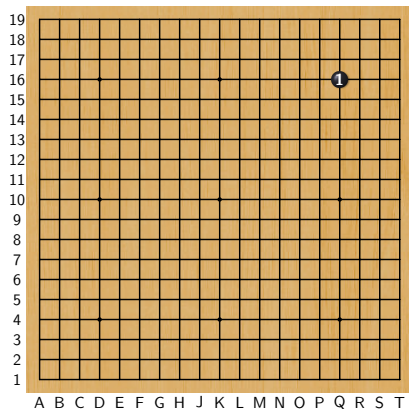
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 1



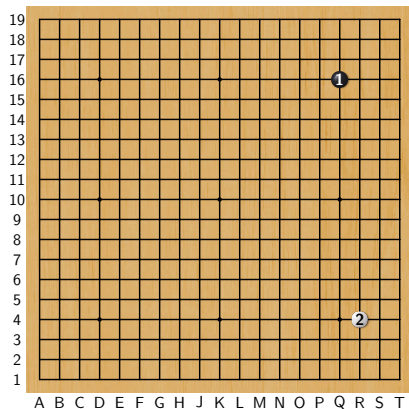
The opening

Black: Maeda Nobuaki (6d)

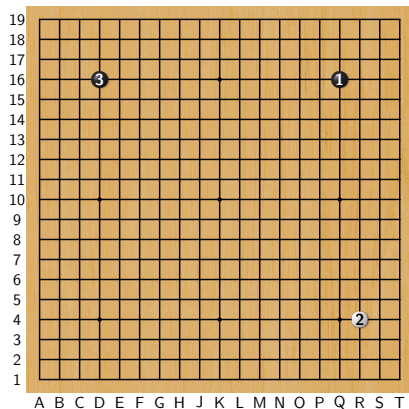
White: Segoe Kensaku (7d)

Komi: 4.5

Move 2



The opening



Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 3

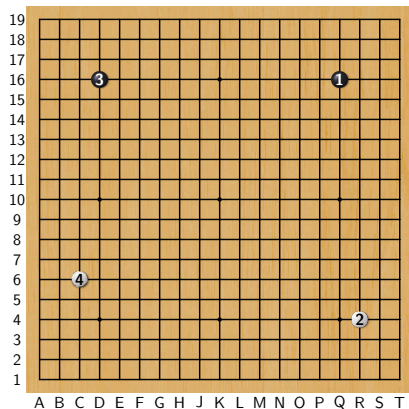
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 4



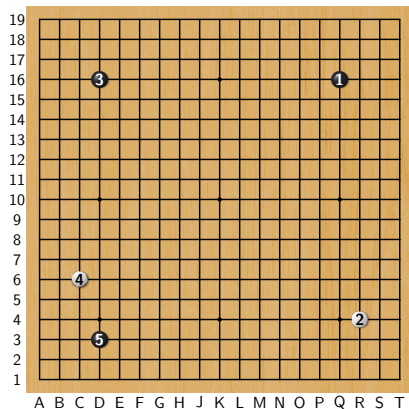
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 5



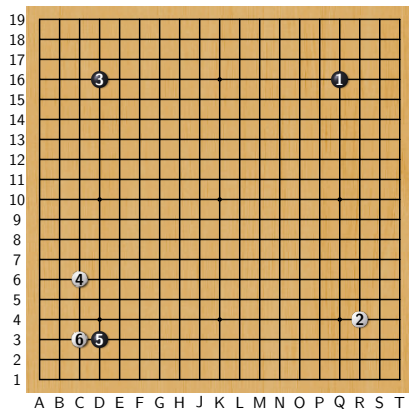
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 6



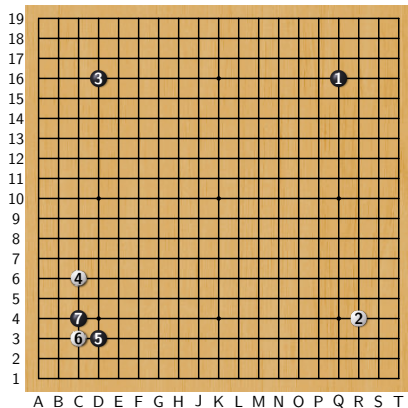
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 7



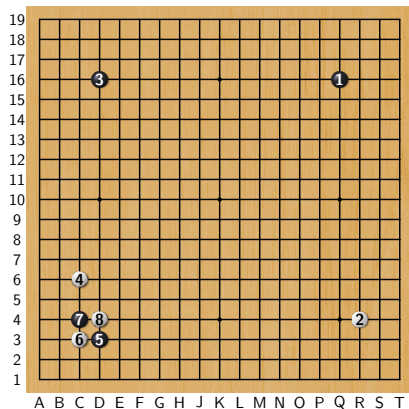
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 8



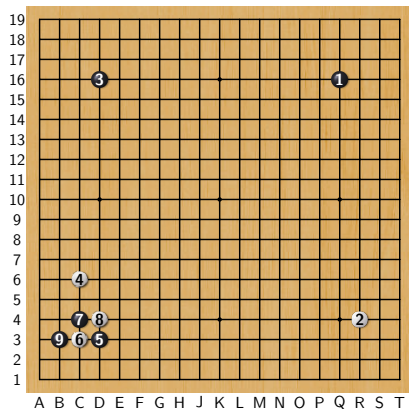
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 9



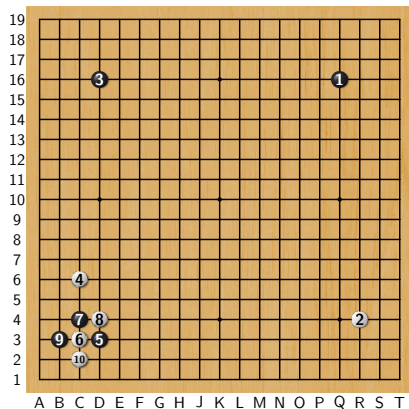
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 10



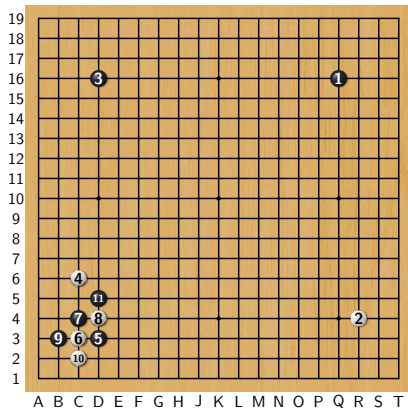
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 11



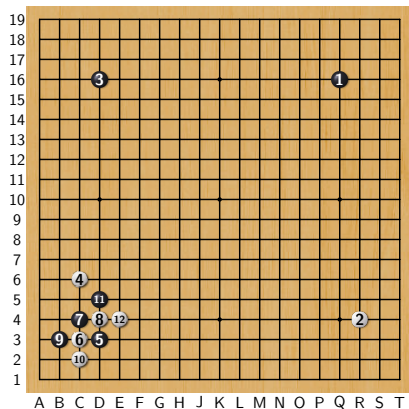
The opening

Black: Maeda Nobuaki (6d)

White: Segoe Kensaku (7d)

Komi: 4.5

Move 12



The game in diagrams

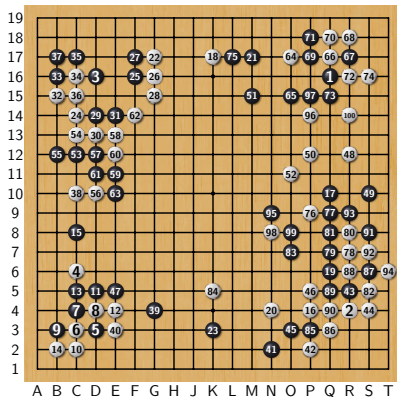


Diagram 1 (1-100)

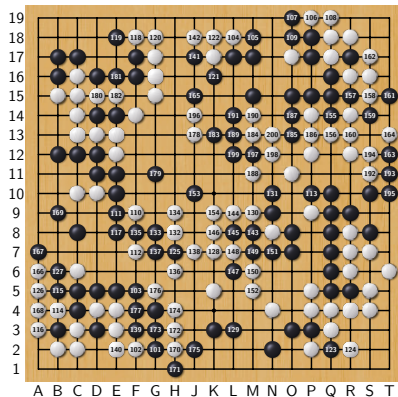
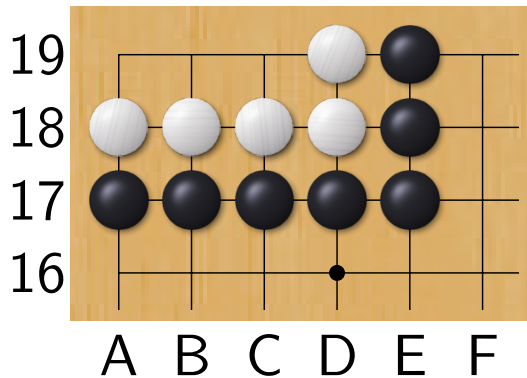


Diagram 2 (101-200)

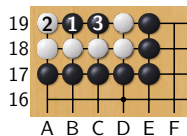
A problem



Black to play

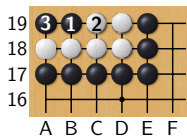
Black to kill.

A problem



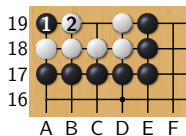
Variation 1

1: Tesuji.
Correct: the vital point.



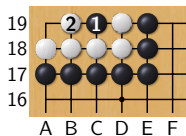
Variation 2

1: Tesuji.
Correct: the vital point.
3: White has only one eye.



Variation 3

1: Bad move.
Wrong: White lives.



Variation 4

1: Wrong.

The code of this presentation

```
\documentclass{beamer}
\usepackage[kernel = lua]{../..../latex/pgf-go}

% maeda-segoe.sgf: Maeda Nobuaki against Segoe Kensaku, 1940. problem.sgf: a problem with its
↪ solution.
\pgfdefinesgf{game}{maeda-segoe.sgf}
\pgfdefinesgf{problem}{problem.sgf}
\pgfset{profile = shell, goban = {label = {at = {south, west}}}}

\begin{document}
  \begin{frame}{A lesson with pgf-go}
    \begin{itemize}
      \item The opening of a game, move by move.
      \item The whole game in diagrams.
      \item A problem, and then its solution.
    \end{itemize}
  \end{frame}

  \begin{frame}[t]{The opening}
    \begin{columns}[T]
      \column{0.55\textwidth}
        \foreach \k in {1, ..., 12} {
          \only<\k>{
            \begin{goban}[sgf size = game, scale = 0.55]
              \sgf[to = \k, last mark = circle]{game}
            \end{goban}
          }
        }
      \column{0.4\textwidth}
        \small
        Black: \sgfinfo{game}{PB} (\sgfinfo{game}{BR})\par
        White: \sgfinfo{game}{PW} (\sgfinfo{game}{WR})\par
        Komi: \sgfinfo{game}{KM}\par
    \end{columns}
  \end{frame}
\end{document}
```

The code of this presentation

```
\medskip
\foreach \k in {1, ..., 12} {\only<\k>{\Move \k}}
\end{columns}
\end{frame}

\begin{frame}{The game in diagrams}
\sgfdiagrams[step = 100, to = 200, layout = {columns = 2, fit}]{game}
\end{frame}

\begin{frame}[t]{A problem}
\only<1>{\sgfproblem[solutions = false, goban = {scale = 2}]{problem}}
\only<2>{\sgfproblem[statement = false, layout = {columns = 4, fit}]{problem}}
\end{frame}
\end{document}
```