GoPanda2 Manual

Pandanet Inc.

1 First Steps

1.1 Registering an Account

To play on Pandanet IGS, you will need an account. To register, go to the registration page http://pandanet-igs.com/igs_users/register, fill out the form, wait for the e-mail and click on the confirmation link inside. If you don't receive an e-mail, check your spam folder or contact us directly at gopanda2@pandanet-igs.com.

1.2 Installing GoPanda2

Download the client from the GoPanda2 page http://pandanet-igs.com/ communities/gopanda2. Depending on your platform, extract the archive and run the GoPanda2 executable, or start the installer. Details can be found in the FAQ at http://pandanet-igs.com/communities/pandanet/ 11#start.

2 GoPanda2 Overview

2.1 Home Screen

	GoPan	da2	+ <u>-</u>
GoPanda		Home Rooms Observe	Review Play Help Login V
Nelcome to GoPanda 2 News Parts 2 Women to Goranda 2. We hope you like the new design and ease of use- trying hard to fit bugs as soon as they occur. If you find one anyway, poss- bag report to fit from the top memory, and a datafed report (second 2004) including the error message, your browser, your operating system, your 10% each you wave doing bafore it hopendd.	report it with the andanet-igs.com -	Quickstart Online Trid Opponent Play Fair Go Offline 2.	Cosene MyAccount Parent MyAccount Parent Forgot parent Charve Game Start Review 3. 4.
Version 2.4.0 released GRPands 2.4.0 hos been released (changes from version 2.3.0: • Offities 60 boards 2 can now open UGI files • Most game settings will move be membered • Support for playing simultaneous games • Many log fixes and mainer improvements	27 November 2014	Empty board Open file 5. 6.	
Version 2.3.0 released Configure 2.3.0 bis Ken released! Charges from version 2.2.0: • Remember Password chardscala in login menu • You can be in moligher rooms at the same time • Score Kinister available in faviour and Observe • Score Kinister available in faviour and Observe • Score Kinister available in faviour and Observe • Reviewa and tradicatus are not observed aligned differently in the game list • The Review list has been removed - use the normal game list instead. • Buy fines and minor charges	31 March 2014	- 1	About GoPanda 2
Version 2.2.0 released GoPanda 2.2.0 has been released! Changes from the beta: • Support for igs messages • User search feature	3 January 2014		© 2012 PANDANET Inc., all rights reserved Developed by: Benjamin Teuber, Erik Ouchterlony & Rasmus Buchmann Contact gopandar@pandanet-igs.com

After starting GoPanda2, you should arrive at this screen. You can log in by entering your account information at form **1**. The *home* screen provides access to the most important features through quickstart buttons. From here, you can

- 1. Log in
- 2. Find an opponent automatically
- 3. Observe a game (redirects to the *room* screen)
- 4. Start an online review which will be accessible to other **IGS** users depending on your preferences
- 5. Open an empty board for review or recording games
- 6. Open a review board based on a a game record file in *.sgf* or *.ugi* format.

Buttons 5. and 6. can be used offline, while buttons 2. through 4. require logging in first.



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Game	25 (Total: 167)						Ro	om: Main			٠	Players	(🔹 Total: 966)			
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126	hotsand	бd+	pineland	5d	19	2	0.5	1/7	23	168		•	odamori25	7d	3e	85 /
89	gokichi777	4d+	gemgo	4d+	19	0	6.5	1/10				•	Postman	7d		5.
158	empac	40+	asasasasas	4d+	19	0	6.5	1/8	5 1	137		•	dachousaba	6d+	58+	
35	pluss3	4d	citywalker	3d+	19	0	0.5	1/10	0	49		•2	hotsand	6d+	24	126
42	Fengqiaoer	4d	micen	1d	19	3	-5.5	1/10	3	108		•	mite6700	6d+		-
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13	wensu	3d+	Enzo	3d+	19	0	6.5	1/10	1	102			Top7	6d?	32	
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78	Akka12	3d+	utastar	2d+	19	0	-5.5	1/10	0	28	1		szo	5d+		
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164	ge0110	3d+	HL500	3d	19	0	0.5	1/10	3	100		•	ADAIKI	5d?	32	/
139	vathra	3d	YANG	1d	19	2	-5.5	1/10	1	51		•	pineland	5d	20	126
93	Jinxi	2d+	NAKAJAS	2d	19	0	0.5	1/10	1	167			sangp15	5d		
99	alk	2d+	napcek	1d+	19	0	-5.5	1/8	0	228		Ŧ	asasasasas	4d+		158
131	125754168	2d+	yoshidtu	2d+	19	0	0.5	1/5	0	119		i+I	empac	4d+	34	158
152	EthanZ	2d+	BH03	2d	19	0	0.5	1/5	0	152		•	gemgo	4d+	24	
167	zzbham	2d+	tianshan	1d+	19	0	-5.5	1/5	0	152		-	gokichi777	4d+	34	89
177	qodha123	2d+	Bunchan	2d+	19	0	6.5	1/10	0	30			kumachan1	4d+		
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onsole		1.1	1	1.	1	1	1		1	1				👗 Main room	Chat	

After logging in, you automatically get redirected to the room screen. This screen contains the game table 1. and the player table 2. which show all currently running games and online players.

In this screen, you can

- 1. Observe games by left clicking on any game in the game table and choosing *observe*
- 2. Interact with users by left clicking their name in the game list and choosing from
 - Challenge Challenge this player to a game using time settings of your choice
 - Observe Automatically join any game played by this user
 - Start Chat Send a chat message to this user
 - Message Send a message to a player that is currently offline. This functionality is only useful in connection with the *find user* functionality described below.
 - User Info Display the users stats and information
- 3. Choose if other players should be able to challenge you to a game
- 4. Enable or disable sounds

- 5. Access the main menu to
 - Change your preferences Currently language and host to connect to
 - Find users Enter any search string and get a list of matching users to challenge or chat to immediately
 - Access your messages Allows you to read your offline messages, like **8**.
 - Send bug reports directly from the client
 - View keyboard shortcuts
 - Apply as a translator or access the translation tool
- 6. Switch rooms You can be in several rooms at once
- 7. Talk to all players in the room you are currently in. This bar also allows access to your other chat windows
- 8. Read and/or clear your offline messages



2.3 Game Screen

This will be the screen for games you are watching or playing. It allows you to

1. Navigate your position in the game with this bar. Note that you can also use the mouse wheel for faster scrolling. When you are playing,

this bar will be replaced with buttons to pass, resign or finish scoring. If you are reviewing a game, there will be a bar with frequently needed review tools to the left of the board.

- 2. Open the tool menu, containing the following options (depending on whether you are observing or playing, only some of these are available):
 - Get an estimate on the games score. This result might not be accurate.
 - Toggle bord coordinates
 - View the game information, like time settings and komi.
 - Save the game to disk as an sgf file
 - Undo your last move
 - Suggest a different komi at the start of a game
 - Report game if you need help with scoring, can't agree on a life and death situation or want to report unfair behavior.
 - Give your opponent additional time

3 Playing a Game

Playing on Pandanet IGS generally involves these steps, detailed in the section below:

- Find an opponent using the matchmaking function from the quickstart menu, challenging an opponent or opening yourself for challenges and subsequently accepting one.
- Play your game, using the tool menu to undo mistakes and the chat box on the right to talk to your opponent.
- Start scoring by either passing three times in total or through resignation of either player.
- Mark dead groups by clicking on them, again using **undo** to reset scoring.
- Click **Done** to score the game and record the result.

3.1 Getting started

To play a game, you can have the server find an opponent for you from the quickstart screen, challenge someone from the player list or set yourself open for games and accept someone elses challenge. All of these methods are described above.

When playing, just click the board to place a stone. You can use the tools menu right of the navigation bar to ask for undo or save an sgf record of the game at any point. You can also use it to report unfair behavior or ask for help in difficult scoring situations. The game will then be reviewed by an administrator.

3.2 Scoring



To end the game, Pandanet IGS requires three consecutive passes or resignation. After the last pass, the scoring phase starts. Pandanet IGS will automatically mark dead stones for you with a "!" marker (1). You will still have to click each dead group once to confirm, since the scoring assistant can be wrong in rare occasions. Confirmed groups will be marked with an "x" (2). After all dead groups are marked correctly, both players have to end the scoring process by clicking **Done** (3). If you don't agree with your opponent that a group is dead, you can use the **undo** tool to undo his selection (4). If your opponent insists and you can't agree on the result after some undos,

the game will automatically be put up for review by an administrator. Of course you can also contact one earlier using the **report game** tool (5) if you think your opponent is trying to win by unfair means.

4 Additional information and contacts

The FAQ at http://pandanet-igs.com/communities/pandanet/11 covers some more topics and has additional informations. If you are missing something, have a problem with the client that can't be solved with the information given here, please contact us at our e-mail address

gopanda2@pandanet-igs.com.

For bug reports, please use the contact form built in to the client. If you want to report unfair behavior or incorrect results, please do it either directly from the client as described above, or through the Pandanet contact form: https://sec.pandanet.co.jp/asp/panda/contactus-en.asp.

Questions relating to your Pandanet account should also be directed there.