

RabbitConnect User Manual

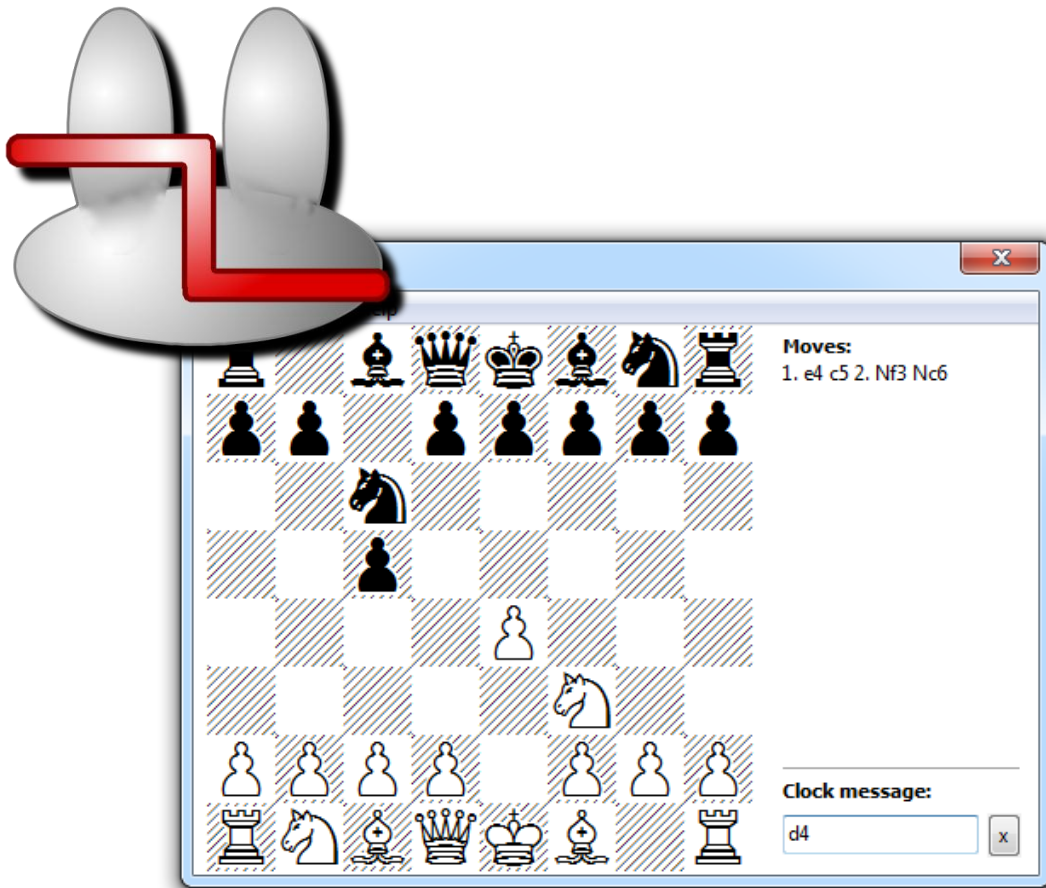




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1. Overview

RabbitConnect can be used to view the position and moves of a board, and send messages to the clock.

2. Operation

Configure the driver in the “Settings->Configure driver” menu; set port, board game and other settings as desired. If you would like to auto-save the games, set the directory in the Autosave tab (if not yet set).

If connected, you can watch the board position and the moves made, and send messages to the clock in the textbox at the bottom-right corner. When you clear the textbox (or click the ‘x’ button next to it), the display is reverted to showing clock times.

3. Version history

0.3 May 11, 2012

Added ‘x’ button which restores the clock back to showing clock times. Requires RabbitPlugin 2.0.12.1 or newer (which can now auto-save the pgn). Added program icon. Changed name to RabbitConnect. Added this user manual.

0.2 – May 8, 2012

Added menu (with save and about box).

0.1 – May 4, 2012

First test version. Requires RabbitPlugin 2.0.12 or newer.

7. Troubleshooting

a. **Program doesn’t start correctly, some error message appears.**

Make sure that you have the most recent version of RabbitPlugin installed. If the message complains about a class name conflict, you’re probably using an older one.

8. Contact

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