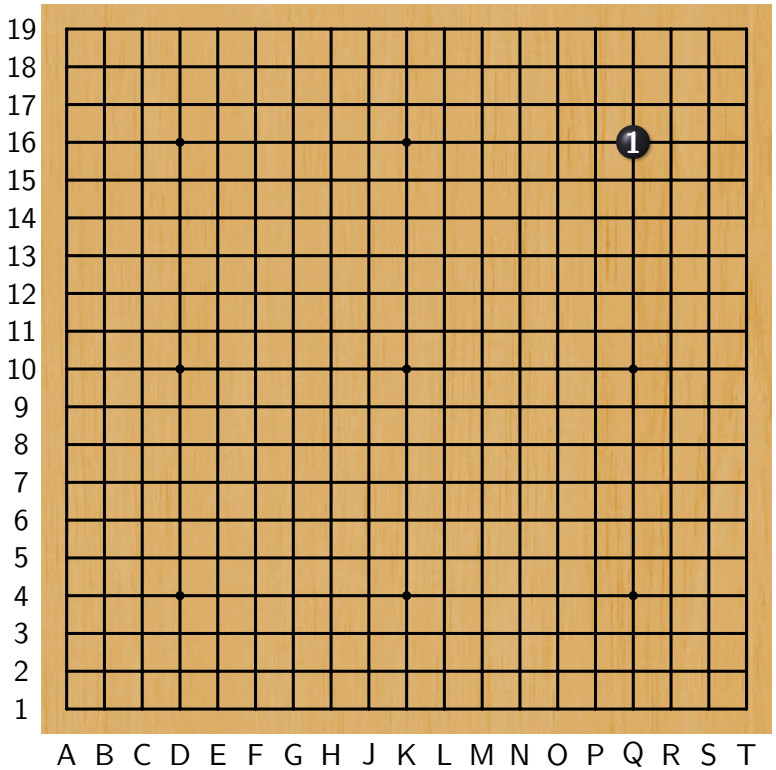
A lesson with pgf-go

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

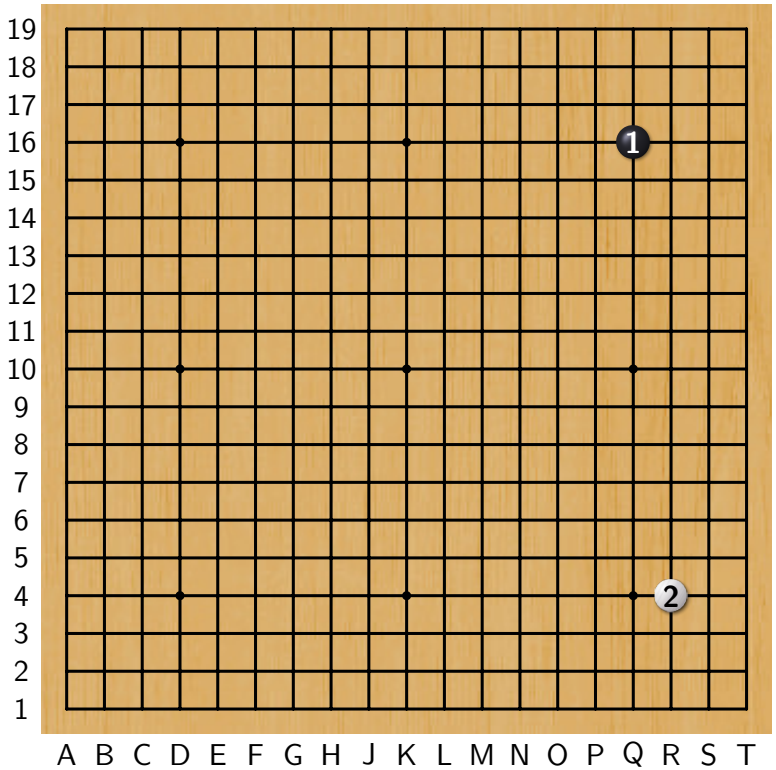
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 1

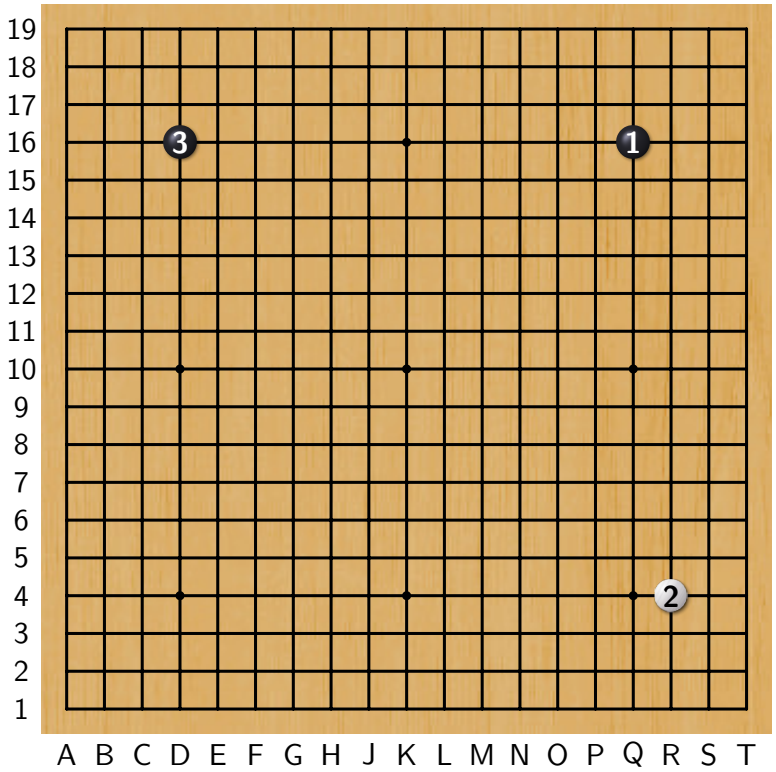
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 2

The opening



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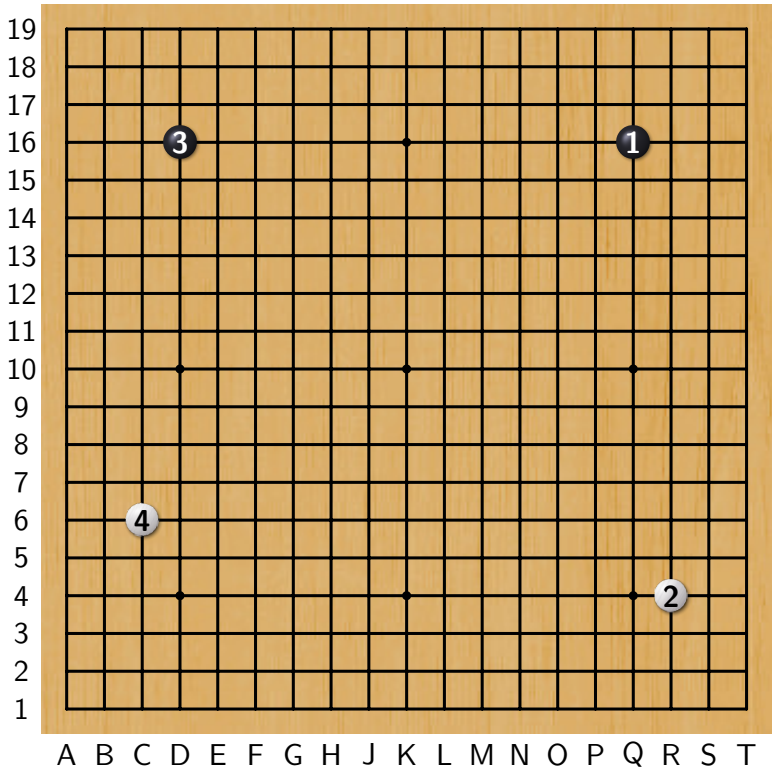
White: Segoe Kensaku (7d)
Komi: 4.5

Move 3

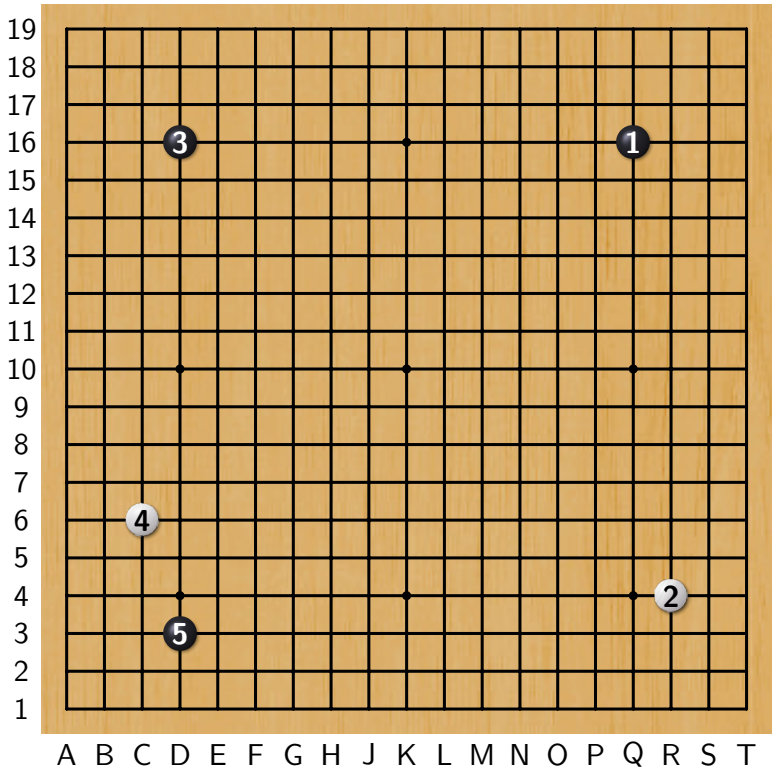
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 4

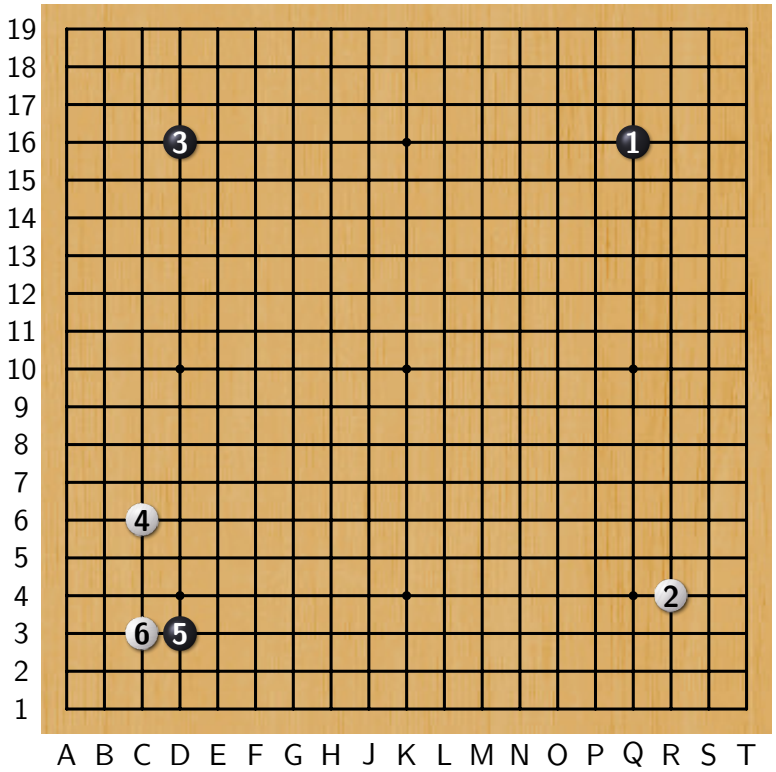
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 5

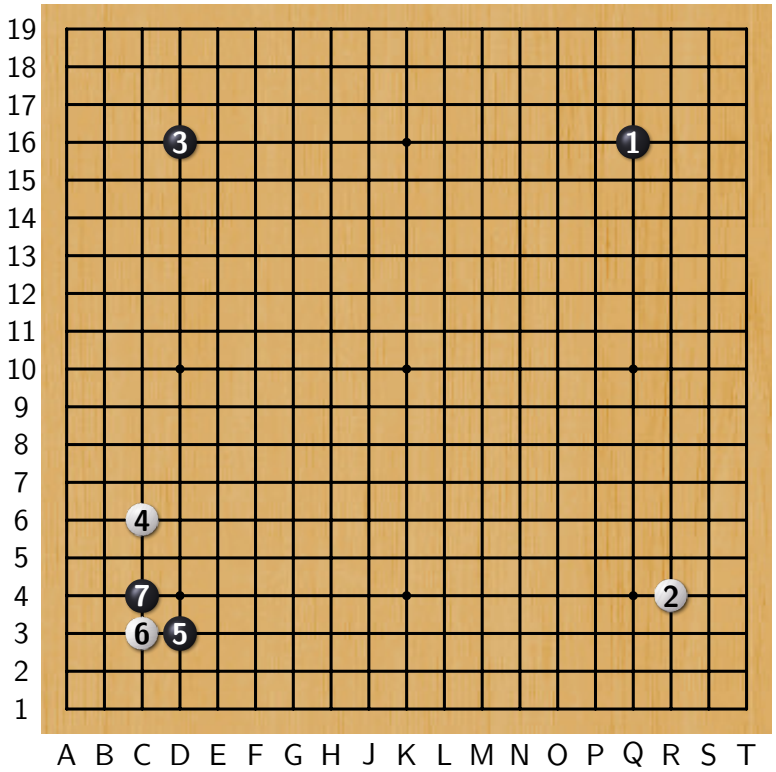
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 6

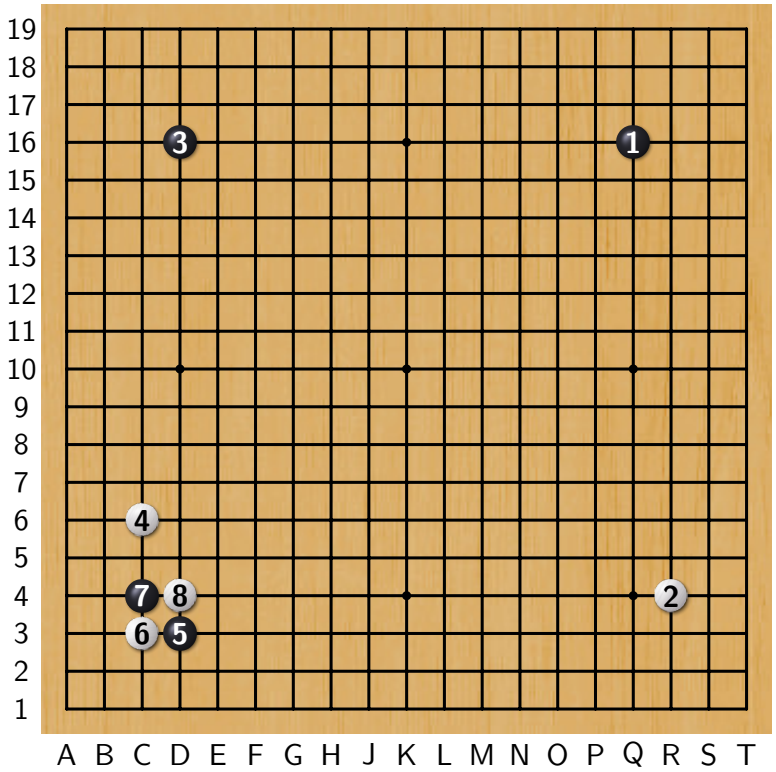
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 7

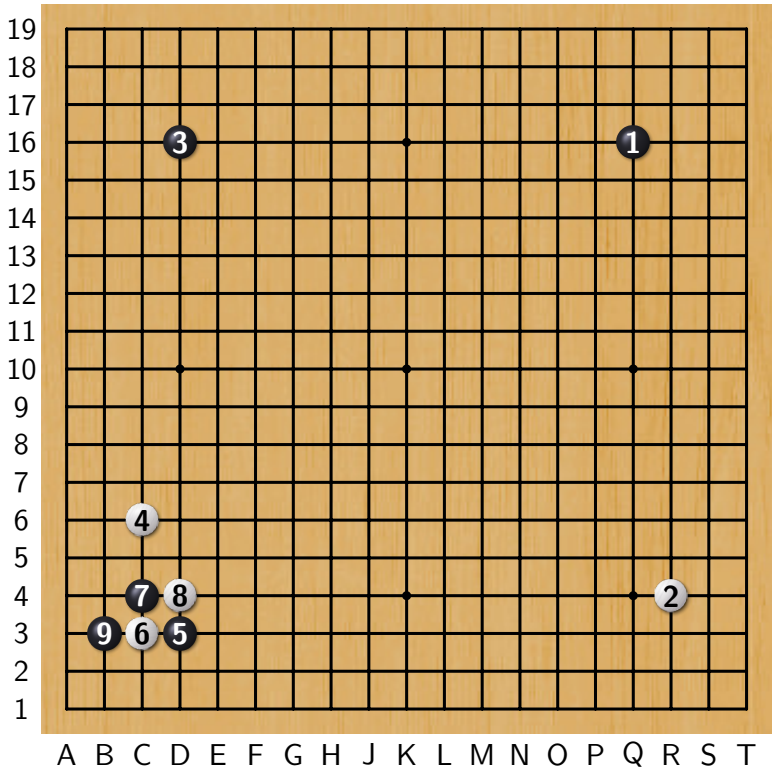
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 8

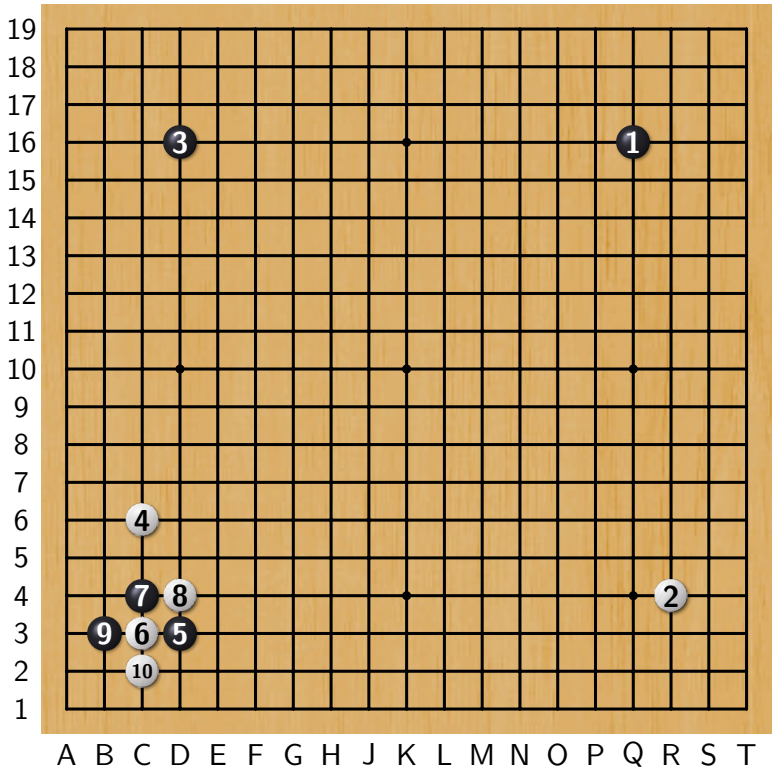
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 9

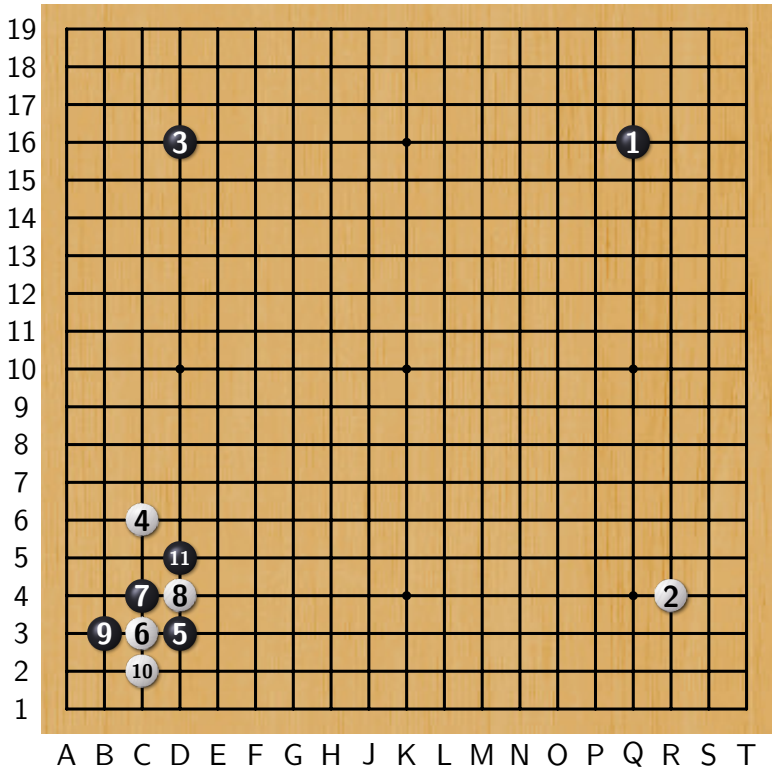
The opening



Black: Maeda Nobuaki (6d)
White: Segoe Kensaku (7d)
Komi: 4.5

Move 10

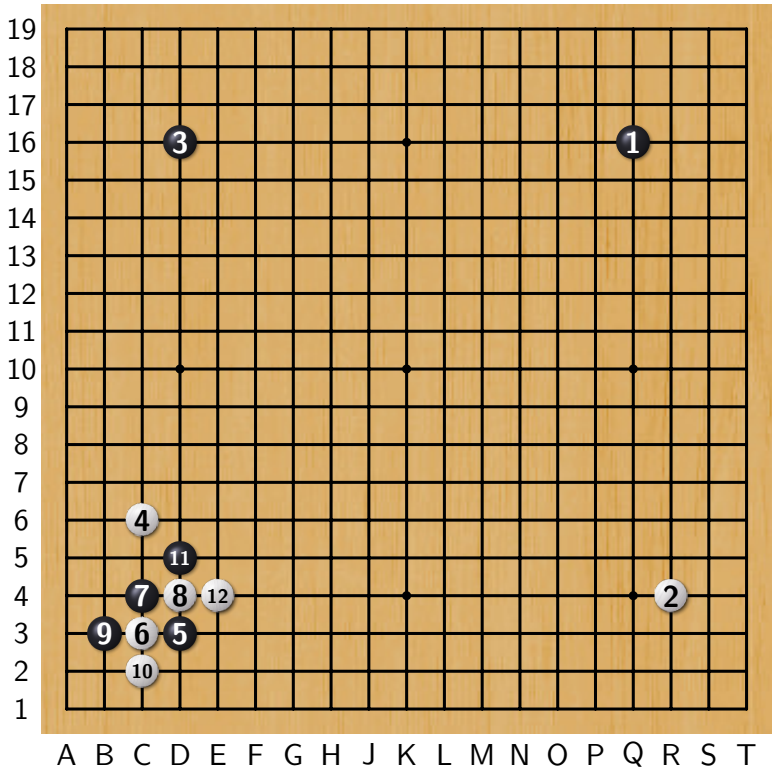
The opening



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

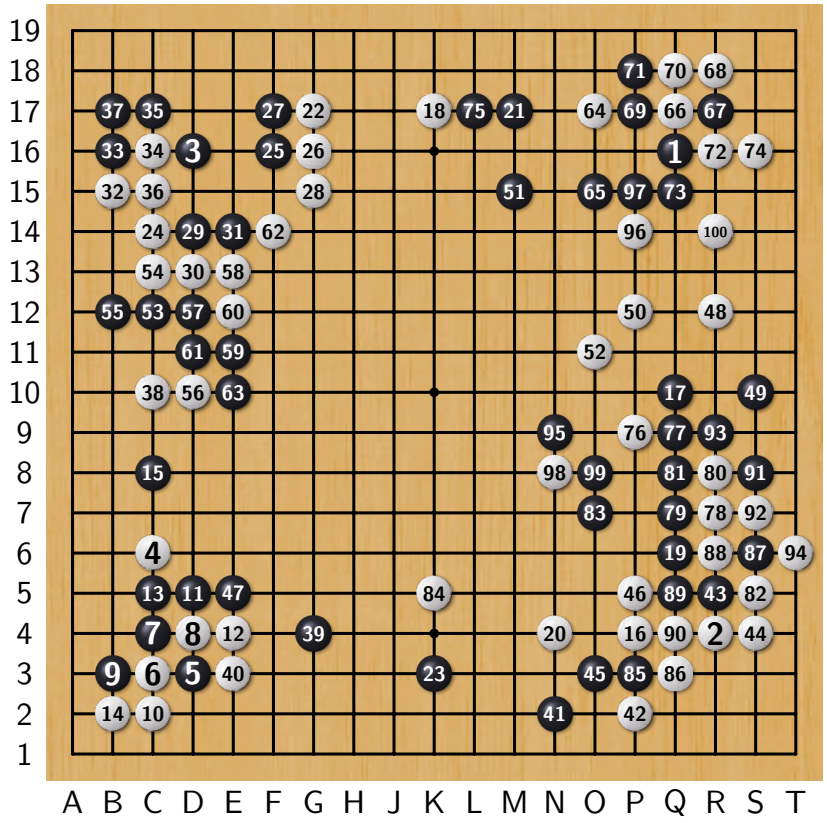


Diagram 1 (1–100)

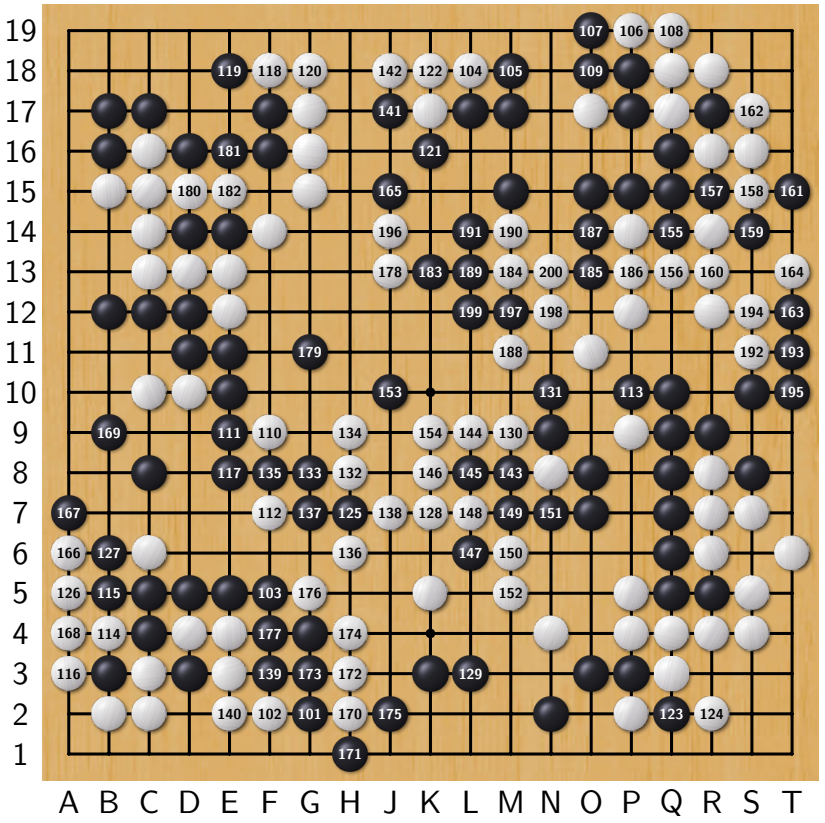
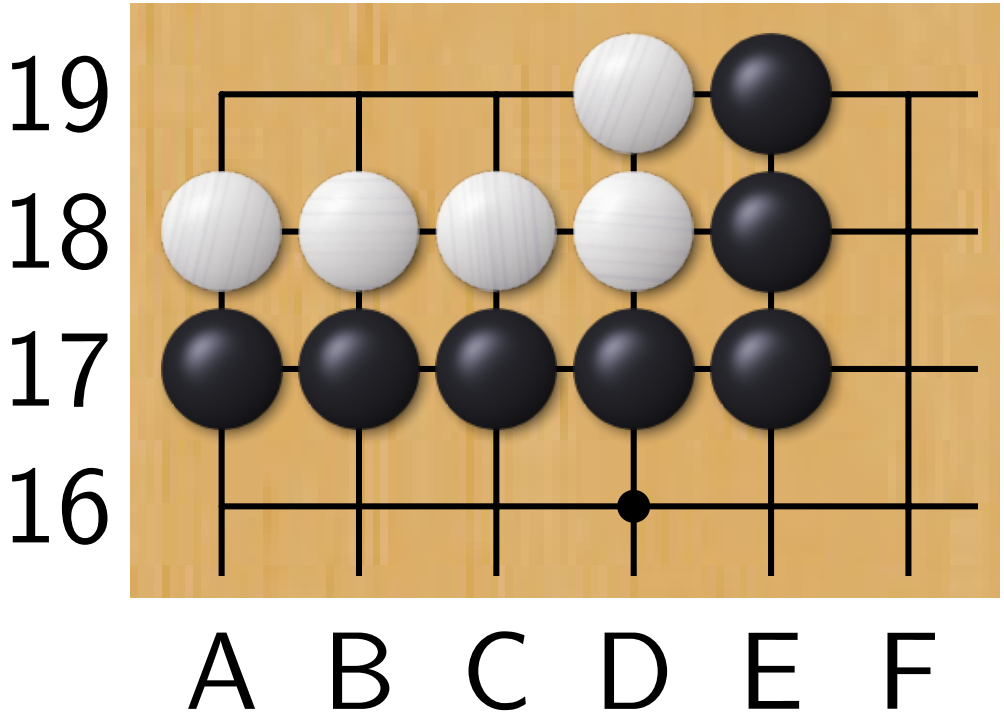


Diagram 2 (101–200)

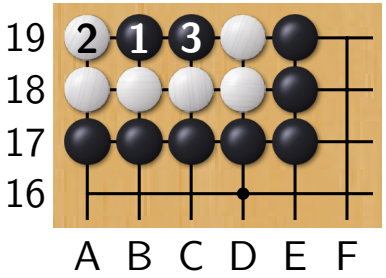
A problem



Black to play

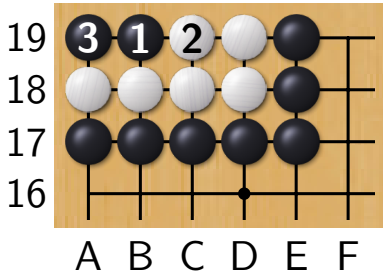
Black to kill.

A problem



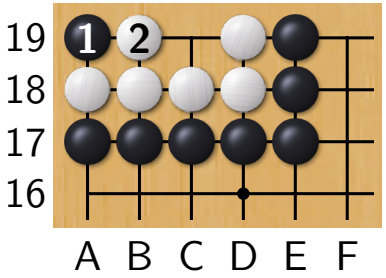
Variation 1

1: Tesuji.
Correct: the vital point.



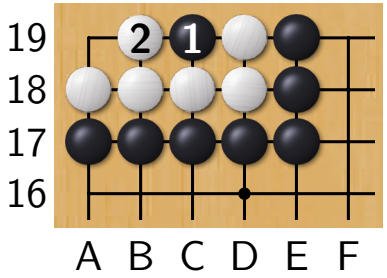
Variation 2

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.
\pgfgodefinesgf{game}{maeda-segoe.sgf}
\pgfgodefinesgf{problem}{problem.sgf}
% links: the caption of the problem links to the slide of its solution, and back.
\pgfgoset{profile = shell, goban = {label = {at = {south, west}}}, sgf problem = {links}}


\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
```

The code of this presentation

```
                Komi: \sgfinfo{game}{KM}\par
                \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, scale line width}]{problem}}
            \only<2>{\sgfproblem[statement = false, layout = {columns = 4, fit}]{problem}}
        \end{frame}
    \end{document}
```