

UCI

The UCI Protocol is a method for chess engines to talk to chess GUIs (user interfaces), providing standard commands that the GUI may send to the engine (such as a request to make a move) and a standard fashion in which the engine can respond to the GUI, when, for example it is ready to make a move.

The Java engine used by Rival for Android can be downloaded as a standalone UCI engine which can either be accessed via the command line or, more usefully, plugged into any chess GUI that supports the UCI protocol such as the free [Arena](#) or commercial programs such as Shredder and Fritz.

[Latest Java development version \(JavaRival-0094.jar\)](#)

From the command line

You can run the Java version from the command line or under a GUI such as by using

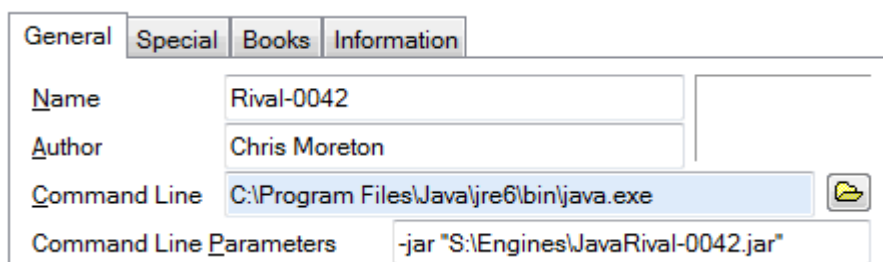
```
java -jar /path/to/JavaRival-0094.jar
```

If this fails with a memory error, it may be necessary to increase the heap size, e.g...

```
java -Xms256 -Xmx256 -jar /path/to/JavaRival-0094.jar
```

From Arena

Under the Engine Management dialog in Arena, you can enter `/path/to/java.exe` in the **Command Line** section and `-jar "/path/to/JavaRival-0094.jar"` in the **Command Line Parameters** section.



From Shredder (and others)

Some GUIs such as Shredder require a standalone executable. The file below is a Windows EXE wrapper which will seek out a JRE at runtime. The wrapper was created with the [Launch4j](#) application.

[Windows EXE Wrapper](#)

C++ versions for Windows and MS-DOS

Previous Rival versions for MS-DOS, Windows and standalone UCI along with C++ sources can be found at [this link](#).