

```

2c2 < // Swift source code of main.swift Version 9.0.9 at greenchess.com //
---
> // Swift source code of main.swift Version 9.0.8 at greenchess.com //
65a66,68
> // the pgn tags controller //
> @IBOutlet var PGNTags:PGNTagsController!
>
469c472
< var EnterInfoWindow:AWindow = AWindow()
---
> @IBOutlet var EnterGameInfoWindow:AWindow!
1420c1423
< StoreAutoData("")
---
> StoreAutosaveData("")
1443c1446
< if GCUI.Attributes.Inf.RedoToNextVS() {Refresh("All"); StoreAutoData("")}
---
> if GCUI.Attributes.Inf.RedoToNextVS() {Refresh("All"); StoreAutosaveData("")}
1643,1645c1646,1648
<
< // start a new game //
< func StartNewGame()
---
>
> // initialize all the variables //
> func InitializeVariables()
1647,1649d1649
< // if uci engine loaded and playing against uci engine, start a new game //
< if Inf.Vals("UCIEngineOpponent").VB {Stockfish.WriteStockfishNewGame()}
<
1665a1666,1675
> }
>
> // start a new game //
> func StartNewGame()
> {
> // if uci engine loaded and playing against uci engine, start a new game //
> if Inf.Vals("UCIEngineOpponent").VB {Stockfish.WriteStockfishNewGame()}
>
> // initialize all the variables //
> InitializeVariables()
1669c1679,1682
<
---
>
> // initialize the pgn tags //
> PGNTags.Initialize()
1979c1992
< // loop over the saved position data //
---
> // loop over the save position data //
1995c2008
< func StoreAutoData(_ Suffix:String)
---
> func StoreAutosaveData(_ Suffix:String)
2006c2019
< GCUI.Attributes.StoreAutoData(Suffix)
---
> GCUI.Attributes.StoreAutosaveData(Suffix)
2166,2168d2178
<
< // initialize the enter game info window //
< EnterInfoWindow.Update(660, Height:685)
2171c2181
< GCUI.AddNSViews(self)
---
> GCUI.AddNSViews(self, PGNTags:PGNTags)
2228c2238
< .systemFont(ofSize:20), .justified, "GreenChess 9.0.9")
---
> .systemFont(ofSize:20), .justified, "GreenChess 9.0.8")
2581c2591
< StoreAutoData("")
---
> StoreAutosaveData("")
3040c3050
< StoreAutoData("")
---
> StoreAutosaveData("")
3227c3237
< StoreAutoData("")
---
> StoreAutosaveData("")
3420c3430
< StoreAutoData("")
---
> StoreAutosaveData("")
3430a3441,3443
>
> // update the pgn tags //
> if Tasks == "All" {PGNTags.UpdateGameInfoFromGameData(GameData)}
3515c3528,3541
< func ExitInfoWindow(_ Val:Int) {CloseSheet(EnterInfoWindow); Refresh("All"); StoreAutoData("")}
---
> @IBAction func ExitEnterGameInfoWindow(_:AnyObject)
> {
> // close the enter game info window sheet //
> CloseSheet(EnterGameInfoWindow)
>
> // update the game attributes //
> GCUI.Attributes.UpdateFromEnterGameInfoWindow()
>
> // refresh all the views //
> Refresh("All")
>
> // store the autosave data //
> StoreAutosaveData("")
> }
3831c3857
< StoreAutoData(Inf.IntStr("SavedPositionSlot"))
---
> StoreAutosaveData(Inf.IntStr("SavedPositionSlot"))
3861c3887
< StoreAutoData("")
---
> StoreAutosaveData("")
3883,3885d3908
< // update the pgn tags text fields //
< GCUI.Attributes.UpdateToUI()
<
3887c3910
< MainWindow.beginSheet(EnterInfoWindow, completionHandler:nil)
---
> MainWindow.beginSheet(EnterGameInfoWindow, completionHandler:nil)
4110c4133
< StoreAutoData("")
---
> StoreAutosaveData("")
4870c4893
< func UpdateAutosaveGame(_ Key:String) {Inf.ToggleVB("VBPref", Key:Key); StoreAutoData("")}
---
> func UpdateAutosaveGame(_ Key:String) {Inf.ToggleVB("VBPref", Key:Key); StoreAutosaveData("")}
5153c5176
< StoreAutoData("")
---
> StoreAutosaveData("")
5238c5261
< StoreAutoData("")
---
> StoreAutosaveData("")

```