VASL COUNTER MANAGEMENT HELP

Add counters to the map by dragging them from the tray palette.

Stack Management:

Double-click to expand a stack in order to view its contents. (Mac users hold down the apple key.) Double-click again to return it to compacted form.

Use the arrow-keys to alter the stack-position of a selected counter:
right-arrow   move upward one position in the stack
left-arrow   move downward one position in the stack
up-arrow   move to top of stack
down-arrow   move to bottom of stack

Click and drag stacks to move the entire stack or expand the stack to click and drag an individual counter. Shift-click to select multiple counters within a stack.

Click on a counter to select it. (It will be drawn with a thick black border.) Use shift-click to select a draggable overlay. Once a game-piece has been selected, use shift-click to select additional counters. Click on an un-occupied area of the map to de-select all counters. Click and drag to select all counters in a rectangular area. All selected counters will respond to a subsequent hotkey command.

Piece Management:

All counters and draggable overlays respond to certain hotkey commands when selected. Right-click on a selected game-piece to see a menu of its available choices. These choices will usually include at least the following functions:

ctrl-<numpad-number> - see Help > Movement
ctrl-C   Conceal (and add "?" marker)
ctrl-D   Delete
ctrl-F   Flip (change to alternate appearance)
ctrl-H   HIP
ctrl-K   Clone (duplicate)
ctrl-L   add/change Label (hit return to apply & exit)
ctrl-M   toggle MOVED flag

Certain hotkeys will provide different actions depending on the counter type. All selected counters will respond to a hotkey command, if able. The following lists most commonly used hotkeys for various Piece types. For a more complete list of hotkeys see "Hotkey Listing" under Help.

Concealment Management:

To conceal a stack, right click the top unit and select Conceal from the popup menu or use the ctrl-C hotkey. This will add a ? counter to the top of the stack and will add the small ? each counter in the stack. It will NOT add a ? on top of each individual counter – to do that select the entire stack then use ctrl-C or the right click and Conceal popup item.

Delete the ? counter on top of a stack or drag it off the stack to reveal all items in a stack. Dragging an individual counter out from a concealed stack no longer unconceals the counter. It will appear to the owning player as a unit counter with a small ? and to any opponent as a single ? counter. Use ctrl-c or the right click menu to toggle off the concealment either before or after moving the counter from the stack.

Infantry Hotkeys:

ctrl-E   ELR (non-Crew MMC only, disabled when Broken)
ctrl-F   Break and add DM marker (disabled when Heroic or Berserk)
ctrl-N   Name (SMC only)
ctrl-P   add Pin marker
ctrl-Q   BH (non-Crew MMC only, disabled when Broken or Berserk)
ctrl-R   toggle Berserk status (SMC & non-Crew MMC only)
ctrl-S   Stripe (Japanese MMC only)
ctrl-T   toggle Fanatic status
ctrl-V   toggle Squad/Half-squad size (non-Crew MMC only)
ctrl-W   Wound (SMC only)
ctrl-X   add CX marker
ctrl-Y   toggle Heroic status (Leaders only)

SW Hotkeys:

ctrl-F   malfunction
ctrl-V   dismantle/assemble

Gun Hotkeys:

ctrl-F   Malfunction
ctrl-I   show Info (special ammo, etc.)
ctrl-V   toggle Limbered or Dismantled state
ctrl-X   rotate clockwise
ctrl-Z   rotate counter-clockwise

Vehicle Hotkeys:

ctrl-A   rotate TCA counter-clockwise
ctrl-B   toggle CE/BU status
ctrl-F   Wreck (acts as a toggle for old-style Vehicles)
ctrl-I   show Info (CS#, ammo, etc.)
ctrl-O   add Motion marker

ctrl-S   rotate TCA clockwise
ctrl-V   activate special status (detach Trailer or launch Bridge)
ctrl-X   rotate VCA clockwise
ctrl-Z   rotate VCA counter-clockwise

Draggable Overlays:

These supplemental pieces behave much like counters and markers but will never
stack. They are found in the Orchard buttons on the toolbar and are not the same as
actual overlays added via the Boardpicker Wizard or the Overlays extension. Once
dragged to the map, they can only be selected by holding down the shift-key while
clicking them. Use shift & right-click to access the ctrl-key menus. Mac users can use
the Apple key instead of CTRL.

It is legal for you to manipulate counters belonging to your opponent. Honor system applies. A checkbox
in General Preferences allows your opponent to unConceal your units. Your own concealed units are
drawn with a "?" in the upper-left corner but will appear to your opponent as standard "?" counters.
Your own HIP units are drawn as 'ghost' images, they are invisible to others.

Counter Linking:

You can link two counters together and display a line showing the link. Great for Guns and acquisition
counters or firer-target pairs.

To link: select any two counters, CTRL-ALT-L. Link line will show. Click elsewhere and Link line will
disappear. Reclick one of the counters and Link line will reappear.

To end link: select both counters, CTRL-ALT-U.

Stack Colors:

VASL contains a preference that allows players to choose whether counters underneath a stack show as
white or as colored.

To set the preference:
Click File -> Preferences -> VASL. Select/Unselect the "Disable full color stacks" option.

Note that you must restart VASL for your choice to take effect.

Keyboard Movement:

NumLock must be ON for both notebook and full-size keyboards. Hold down the ctrl-key in combination
w/ the selected numpad direction key.

        ctrl-num8 - dir 1
        ctrl-num9 - dir 2
        ctrl-num3 - dir 3
        ctrl-num2 - dir 4

ctrl-num1 - dir 5
ctrl-num7 - dir 6

This layout corresponds (roughly) to the standard ASL direction-description as diagrammed on a Sniper or OBA counter, w/ 'dir 1' corresponding to 'up'. This orientation stays constant regardless of a counter's CA / VCA.

All National O/B units [EXC: Acq, Ctrl, Sniper, OBA] and many 1/2" & 5/8" Info markers have Move capability. Location, Fortification, Destruction and certain other markers (SMOKE, Residual FP, Abandoned) do not have ctrl-cmd Movement. All Moved units will Report in the chat dialog. Overlays will not Move.

Multiple counters/stacks can be selected using shift-click or click&drag. Individual counters can be selected from an expanded stack using shift-click. Only the selected counters that 'own' the Move-cmds will respond.

Click on the top-most unit of a collapsed stack to highlight it. A move hotkey will affect the entire stack. Location markers (such as Fortifications or Terrain) will not Move with the stack. If the top-most ctr does not have Move capability (such as TI or Immobilized markers), the stack will NOT Move, but if such counters are included elsewhere in the stack, they will Move along w/ the stack.