

## USING THE UPDATE GAME TOOL

VASL667 contains the first version of an “Update Game” tool that allows a player to easily and correctly update setup files and games saved in an earlier version of VASL to the current version.



### WARNING:

To avoid breaking an existing file during the Update Game process, follow these three simple rules:

1. No save, no worries: If something goes wrong during the update process, close the current game without saving it. The original file should survive unchanged.
2. Copy this: Before using this tool, make a copy of a setup file or saved game you want to update.
3. SNAFU and FUBAR. Appropriately, these are recognized military terms describing normal daily occurrences. When you experience them, stay calm and carry on!

### How Update Game Works:

Open a setup file or a saved game (.vsav file) created in a previous version of VASL. You will see messages in the Chat Window about the VASSAL/VASL versions used to save the game and those currently in use.

Boards and overlays added via the traditional method (Boardpicker dropdown) will automatically be synced to the latest version and messages will show in the Chat window after the game is opened and before Update Game is used.

Open the VASL dropdown menu (click on the ASL icon) and select Update Game.

You will get a popup warning message on the screen. Click Yes to proceed.

If your setup file or saved game was built with a version earlier than VASL6.2, counters and labels will appear in the wrong positions as the size of padding (empty space) around the map was changed. The Update Game process will automatically reposition all counters. Results will be reported in the Chat Window.

In the next step, all counters will be updated to current functionality and reported in the Chat Window. If you see any messages about counters that cannot be updated, please note unit names and VASL version of original game and report this information.

Next the game will compare installed versions of extensions with available versions and, if a new version of an extension is available, it will ask if the user wishes to update it. If so, it will attempt to update and will report results to the Chat Window.

Finally, if VASL LOS Checking was disabled in the original .vsav file, users will be prompted to attempt to restore los checking by reselecting boards and overlays. There may be situations where such attempts

will be unsuccessful. Please note and report. If boards have been cropped or overlays added, simply repeating those steps (rather than re-selecting the boards themselves) is sufficient to restore LOS checking.

### **Stuff to Remember:**

For log files .vlog, please follow the same steps after opening the log file (and before playing it).

Counter Updating will attempt to update counters that originate in extensions. While this has worked in the development phase, there will be errors due to inconsistent or duplicate naming of counters in extensions. Please note and report any such errors so that they can be fixed.

The extension updater only checks for updates to extensions the user has already installed. It is not checking for extensions needed for the .vsav file to work properly. This will be added in the next version once the updating process is consistently working.

For the extension updater to work, users must do a onetime download of version-enabled copies of current extensions. See <http://vasl.info/extensions.htm>. This generally means recent extensions compatible with VASL version 6+. Older extensions made for VASL version 5 will need to be updated manually as at present.