

## WHAT'S NEW IN THIS VASL VERSION – VASL6.6.8



### Bug Fixes in 6.6.8

#### Counters:

NOTE: the Movement Trail feature has been moved to the Move submenu

New Steeple and Stairwell counters are added to Counter Palette and Draggable Overlays

New SASL counters have been added

Ammo depletion states now carries over properly when assembling/dis-assembling mortars

#1692: New PF counter created which toggles through available years for German, SS, Finnish, Hungarian and Romanian (Axis Minor)

#1673: Bad Things labels no longer visible to opponent when vehicle is concealed

#1664: fixed bug with overlay ovrHI repeatedly downloading

#1642: added class ID indicators to broken side of SQD and HS counters

#1639: corrected incorrect CVP values for Russian and US SW mortars

#1625: corrected Show Info errors for US M4 MT

#1623: corrected ELR bug for German 5-3-7 squad

#1618: confirmed that Finnish hs are breaking properly

#1601: confirmed that M16 MGMC Show Info is correct

#1581: added Ethiopian and Eritrean counters from Hollow Legions to core VASL module

#1564: fixed CC and Melee counters to show illumination correctly when Night in effect

#1532: corrected Show Info errors for M3A1(a) Scout Car

#1525: corrected Show Info errors for S35 French and German tank

#1419: Smoke counters now add correct LOSH value in LOS reporting

#1363: corrected bug which caused stack to display as single counter when moving multiple stacks at once; plus moving stack with keystroke command now moves all of the selected counters not just top one

#991: corrected errors for blue SS counters

#317: malfed Finnish guns now display correct CA image

### **Play:**

Terrain transformations are fixed for Deluxe boards e-h.

Several LOS-to-Vertex bugs are fixed, including those to crest vertices and to/from depression hexes.

LOSH bug involving inherent terrain is fixed.

#1472: Map edge LOS bug for inherent terrain is fixed.

The LOS transformation for Huts now works across all boards with VASL LOS Checking.

#1636: Fixed LOS along Wall/Hedge hexside where gap exists

#1632: corrected Cliff LOS bug

#1621: the LOS string now reports correct level for firer and target hexes

#1620: correct los bug with islands-in-streams

#1558: Added Pine Woods transformation to Terrain SSR dialog

#1462: the Chat Window will now display line numbers for VASL-generated messages (DR/dr, move counters)

### **Setup and System:**

#1646: Added Advancing Fire boards for Biazza Ridge, Brevity Assault, Orsogna, and Prokhorovka to VASL auto-syncing

#1644: Both Save Map As Image and Save Map as Text now provide 'as seen by' options and a bug was fixed

#1610: Game Update function now handles units under opponent's concealment

#1589: Code added to VASL to support the new BoardZoomer extension which allows boards to be resized while keeping counters at normal size; should replace "Use Deluxe-sized Hexes" option in Boardpicker

#1445: Improved text of Color Preferences in Chat Window tab and improved application of preferences to Chatter text

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