WHAT'S NEW IN THIS VASL VERSION – VASL6.6.8-beta9

Bug Fixes in 6.6.8-beta9

Those in Bold added since previous beta release

Counters:

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

#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

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