WHAT'S NEW IN THIS VASL VERSION – VASL6.6.9-beta9

New Features

Counters:

#1690 BH & HC (Battle Hardening and Hero Creation) added to BH submenu for all nationalities (several Russian MMC will not have option due to Russian BH issues).

Play:

Auto-reveal functionality for HIP fortifications now includes Pillboxes and Sangars along with minor bug fixes.

Any "shaders" (Night, Dust, Fog, Low Visibility, HeatHaze, or Sun Blindness) added to a game will automatically display when a saved game is reopened. Players joining an online game will automatically match the shade status of the game they synchronize with. During online play, changes to shaders made by one player will automatically display for all players.

A No Right Of Inspection feature has been added. Each nationality now has a No ROI counter in its "?" panel of the counter palette. To use for individual stacks, drag/delete a No ROI counter as you would a ? counter. To apply to all friendly stacks at once, drag a No ROI counter into the off-board area, select it and CTRL-ALT-G. A No ROI counter will be added to each friendly stack with 2 or more counters. The No ROI will be placed under the top counter, HIPped. All counters below it in the stack will be concealed. To remove all existing friendly No ROI counters at once, select any No ROI on the map area and CTRL-ALT-H. The No ROI counters will be deleted and any counters below the No ROI counter will lose concealment.

Linked Pieces now display range.

Setup and System:

Twilight of the Reich boards, overlays, and counters added to VASL; the extension can be deleted.

A new Scenario Setup files extension has been released with 400 setup files. Code in VASL669-beta8 supports the automatic version update to these files, currently at 668 and all will be moved to 669 at the time 669 is issued. No more outdated Scenario Setup files.

Overlays 1 – 10 now work with LOS.

New preference allows for a "ROF" die to be rolled and displayed separately for IFT and TH DR. Select the Preference and the die color and it will appear at the end of the text in Chat when rolling IFT/TH and as a third die when using Dice Over the Map.

Bug Fixes

Counters:

#1725 French AMC 29 CE/BU fixed

#1803 German and SS Pz IVF2 Info fixed

Play:

#1811 LOS now works with boards cropped to Full Hex on both sides
#1805 bdRBv3 LOS bug (los over cliffs) is fixed
#1796 Moving Units with keystroke bug is fixed
#1759 & #1493 Fix bug crash in certain los situations involvling HIP Fortifications
#1753 Fix Palm Tree transformation to work properly with LOS
#1747 Fix adding concealment via menu/ctrl-c so that no bug crash occurs

Setup and System:

#1818 Dice Over The Map colour preferences no longer reset when VASL starts
#1810 Custom Phase Wheel resetting nationalities bug is fixed
#1728 Disable Full Color Stacks preference now working again
#1722 HS CVP values are all reset to correct value (1)
#1706 A LOS bug when applying the NoCliffs terrain transform is fixed
#1538 Fix Bamboo transformation on Overlays to work properly with LOS

VASL669beta9 was built with VASSAL3.7.14.

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