

WHAT'S NEW IN THIS VASL VERSION – VASL6.6.9-beta8



New Features

Counters:

#1690 BH & HC added to BH submenu (for Russians and Germans only in this beta).

Play:

Auto-reveal functionality for HIP fortifications now includes 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.

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 No more outdated Scenario Setup files.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.

Bug Fixes

Counters:

Play:

Setup and System:

#1759 & #1493 Fix bug crash in certain los situations involving 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
#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
VASL669beta8 was built with VASSAL3.7.14.

Thanks to Zoltan Grose, Tom Repetti, Alan Bills, Eben Johnson, Gordon Molek, and John Young for contributions to many of the above.