All 3 MbM and Tree printouts look good

Next Tasks:

1. DbD\_S needs work
2. DbD\_VS is currently identical to DbD\_S
3. ~~Try to use vPN version of treePrevMovesTD~~ DONE
   1. See pointer to the address “&vPN” in call to prntMDetTree (line 172 PlayAllMoves)
   2. See dereference “vPN \*variablesSpecificToPlayNew” in func def (line 293 PlayAllMoves)
4. Add similar pointer logic for cfg struct as in 3 above
5. Need to test Progress reporting - at this point only applicable to DBD\_x but when figure out how to print to console AND file will be applicable to all printouts (note: at that point it can be extended to playOrig most likely only when output to file but ??? Stan ??)
6. Clean up cfg printing
7. Add cfg error checking
8. Fix end of run statistics in playNew (Best to wait till 6 below complete)
9. Rename playnew Stat variables and place in vPN structure
10. Rewrite W/L statistics and printout - consider waiting until SQL output is completed
11. Collect winning moves for each winning deck
12. Write deck stats out to SQL file - use temp db during run then flip to long term db (note yaml additions will be needed)
13. Add option to create new random decks add them to csv file?
    1. Add them to csv file?
    2. Make sure error checking reflects total number of decks not just 10,000
    3. Consider converting deck file to sql
14. Add option for non-consecutive list of decks to run
15. Add early loss detection!!
16. Figure out how to create a SHA256 hash code from a list of moves
17. it would be great to be able to learn how to add additional packages to our program
18. import from one local module to another
19. Figure out how to do a tabbed print format to line things up easier especially where field is potentially very wide and so far from its textual id example:
    1. Dk: 7,625 WON MvsTried: 135 MoveNum: xxx Max MoveNum: xxx StratsTried: 9 UnqBoards: 127 Won: 1 Lost: 0 GLE: 0 Won: 100.0% Lost: 0.0% GLE: 0.0% ElTime TD: 0s ElTime ADs: 0s Rem Time: 0s ResCodes: SW EW Time Now: 8:57 pm
       1. Specifically: StratsTried: 9<<<<<
       2. Better as: Specifically: StratsTried: 9 <<<<<
20. Figure out how to eliminate unhandled error warning in playOrig on statement defer file.Close() probably similar to line 297 in main.go