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
4. 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 ??)
5. Clean up cfg printing
6. Add cfg error checking
7. Fix end of run statistics in playNew (Best to wait till 6 below complete)
8. Rename playnew Stat variables and place in vPN structure
9. Rewrite W/L statistics and printout - consider waiting until SQL output is completed
10. Collect winning moves for each winning deck
11. Write deck stats out to SQL file - use temp db during run then flip to long term db (note yaml additions will be needed)
12. 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
13. Add option for non-consecutive list of decks to run
14. Add early loss detection!!
15. Figure out how to create a SHA256 hash code from a list of moves
16. it would be great to be able to learn how to add additional packages to our program
17. import from one local module to another