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 \*variablesSpecificToPlayAll” in func def (line 293 PlayAllMoves)
4. ~~Add similar pointer logic for cfg struct as in 3 above to both playOrig and playAll~~ DONE
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 make it a function
7. Add cfg error checking see comments in main.go “Additional cfg validations needed:”
8. Simplify return codes
9. Fix end of run statistics in playAll (Best to wait till 6 below complete)
10. Rename playAll Stat variables and place in vPN structure
11. Rewrite W/L statistics and printout - consider waiting until SQL output is completed
12. Collect winning moves for each winning deck
13. Write deck stats out to SQL file - use temp db during run then flip to long term db (note yaml additions will be needed)
14. 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
15. Add option for non-consecutive list of decks to run
16. Add early loss detection!!
17. Figure out how to create a SHA256 hash code from a list of moves
18. It would be great to be able to learn how to add additional packages to our program
19. Import from one local module to another
20. How to export and import functions and this is when the first character should be capitalized?
21. 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 <<<<<
22. Figure out how to eliminate unhandled error warning in playOrig on statement defer file.Close() probably similar to line 297 in main.go
23. Move this doc to google docs
24. ~~Remove err1 err2 etc~~ DONE
25. ~~Remove lower caseing of string variables arguments must be typed in correct case~~ DONE
26. ~~Remove progress counter from orig and general~~ DONE
27. ~~Test if not console then never sleep eliminate override~~ DONE
28. ~~Remove override of progressCounter and make sure multiply by 1,000,000~~ DONE
29. Figure out how to direct some print statement to a file and some to the console