All 3 MbM and Tree printouts look good

Next Tasks:

1. DbD\_S needs work Dan
2. DbD\_VS is currently identical to DbD\_S Dan
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 Stan
7. Add cfg error checking see comments in main.go “Additional cfg validations needed:” DONE
8. Simplify return codes Dan
9. Fix end of run statistics in playAll (Best to wait till 10 below complete) Dan
10. ~~Rename playAll Stat variables and place in vPN structure~~ DONE
11. Rewrite W/L statistics and printout - consider waiting until SQL output is completed  
     combined to proposed Stan?
12. Collect winning moves for each winning deck Dan
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) combined to proposed Stan?
14. Add option to create new random decks add them to csv file? Low Priority Stan
    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 Low Priority Stan
16. Add early loss detection!! Both
17. Figure out how to create a SHA256 hash code from a list of moves On Hold
18. It would be great to be able to learn how to add additional packages to our program Both
19. Import from one local module to another Both
20. How to export and import functions and this is when the first character should be capitalized? Both
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: (proposed first implementation printout of Win/Loss summary)  
     combined to proposed Stan?
    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 Stan
23. Move this doc to google docs Both
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 Dan
30. Create variable of type ConfigurationSubsetForSQLWriting and fill it
31. Check something cannot remember