WHAT'S NEW IN THIS VASL VERSION – VASL6.7.0 Betas

Counters:

Feature 1: Top concealment counter can now be made transparent for owner of non-dummy stack. This feature can be turned on/off in preference tab (as of Beta1).

Feature 2: When a special ammo is selected as depleted, it automatically displays below counter (as of Beta1).

Feature 3: Allow players to change the popup menu of a gamepiece when right clicking on a menu item. This sends the menu item to an unwanted submenu (as of Beta1).

Fix 1: Fixed bug where concealed broken sw was being revealed by the report broken/mal sw/gun button (as of Beta1).

Fix 2: Fixed bug where ? counter was drawn with reduced opacity when on top of level counter (as of Beta2).

Improvement 1: Changed implementation of concealment counters. Now we try to take into consideration multiple locations within a hex denoted by counters (e.g. building levels) (as of Beta1).

Improvement 2: Minor tweak so that broken guns/sw are only highlighted to the owners (as of Beta2).

Improvement 3: Removed Question mark from concealment counters when they are being drawn with reduced opacity so it is easier to see the counter behind them (as of Beta2).

Improvement 4: Draw HIP units a bit offset when enemy enters hex so they remain visible to owner (as of Beta2).

Play:

Fix 3: Minor fix to the LOS check function so that checking LOS to a depression hex containing multiple center locations is accurate (as of Beta1).

Fix 4: Fixed los bug with respect to on-map bridges so LOS can be drawn to bridge or depression level (as of Beta2).

Fix 5: Fix bug that causes game to crash when labels on counters use parenthesis (as of Beta2).

Improvement 5: Extended los checking to additional Draggable Overlays: FFE, SMOKE, Rubble, OG, Wall/Hedge, Road, and Bridges (as of Beta2).

Setup and System:

Feature 4: Implementation of autosave feature. Creates save files every 10 minutes in users "board" directory. Maximum of 20 files created. Can be turned on/off in preferences tab (as of Beta1).

Fix 6: Fixed bug when a language other than english is selected in vassal preferences. Previously this was causing errors when selecting boards (as of Beta2).

Fix 7: Fixed issue in linux when using multiple windows and counters are not painted when entering new window (as of Beta2).

Improvement 3: Removed deluxe hex size option, made redundant by Board Zoomer (as of Beta1).

Improvement 4: Reordered the boards when selecting a map and added a searchbox feature (as of Beta1).

Thanks to Joseph Larochelle for contributions to many of the above.