VASL PERIMETERS HELP

4 counters in the Other -> Control tray have a special ability:
      Red Trail
      Yellow Trail
      Green Trail
      Blue Trail

Use them to draw Campaign Game Perimeter outlines.

Procedure:

Drag the desired Trail counter to a hex-center. Use the Move-cmds to navigate as needed, defining the desired perimeter. The counter will leave a large dot in each hex it stops in. Unlike other counters, Trails will not add existing counters to its stack as it Moves through their hexes. If moved manually, it will not dot any intervening hexes. It might be better to assemble a continuous perimeter from two or more ctrs, so selected portions can be erased & re-drawn individually.

  ctrl-T Trail - toggle the dots display on/off.
  ctrl-H HIP - hide the Trail from your opponent, or dis/enable dotting.
  ctrl-R Reset - erase a ctr's existing Trail and begin a new one.
  ctrl-1 - 1st line of user-text
  crrl-2 - 2nd line of user-text
  ctrl-3 - 3rd line of user-text
  Move - the Trail ctrs will respond to the key-board Move commands.

Make a logfile to restore your perimeter after erasure:

1. After drawing the perimeter dots, start a (properly-named) logfile.
2. Using shift-click, select all perimeter ctrs on the map.
3. Delete them w/ ctrl-D.
4. Un-delete them w/ the Undo button, then stop your logfile.
   Now you can restore your Trails by running this logfile on a savegame file.

Thanks to Larry Rohlfing for this nifty technique!