THE LONGEST DAY Version History

Updated 20115 (now at v0.3p21; being updated almost daily)

Items in boldface remain to dos.

200115: Version 0.3p21. (James Cox, Scott Hill, Alexander Lee Martin, Jeff D. Miller, Stephen Sawyers, Bill Thomson): This interim version to be posted to Vassal site to indicate work activity and potentially expand the player advisory panel.

1. Integrated TLD Splash Screen from 0.1.3.7; otherwise this update is based on version 0.1.2.1.
2. Added Notes Window with WGA standard button.
3. Updated 1d6 button to WGA standard.
4. Updated Markers button to WGA standard.
5. Updated Charts button to WGA standard icon.
6. Updated Retire button with white flag icon.
7. Updated Retire button icon to white flag, WGA standard icon.
8. Added a Graveyard map for dead units. Combat Units now have traits 'Send units to graveyard' instead of Delete.
9. Added Trash map for edit version, Delete function will be added for units to be removed go to Trash.
10. Updated Pieces with the term Units for unit platted. Used a TLD unit for button icon. The function will be hidden in final version as a method of preventing duplication or deletion of units. All units will be somewhere, on map, game display, or graveyard.
11. Added TLD specific help files
12. Added detailed Version History help file.
13. Adding Variant Historical OOB Historical update Help file and button accessible Variant display with updated units/ and game units to be replaced . Module users can opt to replace in the historical updated units at a loss of conforming with the published game counters. Specific historical OOB changes driven Scott Hill and Stephen Sawyer.
14. Added Observer and Solo players. Definition of Player Sides is typically only used when certain displays is only viewable to one player and or GM. Also to define who made a specific entry into the log. At present no hidden displays or units is desired.
15. Map Mouse-over Stack Viewer to display from 2 to 0 pieces so hex ID is displayed. **Currently not working as desired.**
16. Removed text on buttons. Mouse over will display tool text.
17. German and Allied Displays separated into separate windows from charts.
18. Hex ids made visible on all maps, id#s are consistent with all maps relative to campaign map. Hex ids changed for 9 pt black to 10 pt magenta font for increased visibility.
19. Map hex ids now displaying with mouse over cursor (hold cursor over a hex).
20. Modified auto report with player name making move.
21. Movement logging of units to control window (and log) currently is now working. Player much set their module Preferences to check the checkbox for Auto-report moves. [THE LONGEST DAY/PREFERENCES; Auto-Report Moves]
22. **PENDING: Several unit in a division have the same names, hence report as such into the log. EX: GE 116 Pz; the HQ, FE unit, 458 recon/mech infantry/half-track infantry?, and the 12x75mm gun unit all share the name of '116'. The US 1 ID has the HQ and a Motorized Infantry Company named '1'. The German 277 ID has four units named '277' [FE company, pioniere company, Fusiler company, and HQ]. Unique names will be assigned for all units in the OOB.**
23. Modified border of selected unit updated for 3 pt black to 5 point magenta for greater visibility.
24. Updated name of scenario folder from 'Load Scenario' to 'Scenario'.

25. Removing all FOW [Mask/unmask] option. [Actually did not find any]. Allowing players to intentionally or unintentionally make unit alterations which are not reported and make unknown to one's opponent conflicts with PBEM or tournament play.
26. **Remapped all counter and unit traits via redefined Prototypes. See Excel mapped display. New units pulled from menu will have the new traits. The edit mode Refresher trait is used to update traits on all units deployed on map, on all secondary displays, and all scenario files. Refresher is not working. Until I fix, units will have to be moved to trash and replaced by a new unit from the menu. To avoid all this work, as it will have to be repeated every time traits are modified, will focus on getting Refresher working, else replace in configuration with a new version. Refresher ia a WGA module custom capability (java code by Brent Easton) and is not a Vassal Engine configuration tool. The same version 1.1 is working in my other modules. Refresher when attempted often results in a Vassal Bug Error. Perhaps something unique in this module is unique (SVG graphics?).**
27. Add unit trait 'Send to Graveyard' for all combat units.
28. Added Text Label trait for all combat units. Still trying to adjust the vertical position.
29. Removed Delete trait for air and navel units
30. Added traits of Return to Air Display and Return to Naval Display. **Optimize incoming position of units on the displays. Ideally optimize each counter to a specific position on the display.**
31. Removed Delete trait for combat units and unique display/chart markers.
32. Added Supply Range area of effect for all Corps and Division HQ (8 hex green 30% transparent).
33. Added Fire range for all artillery units, with range specific to that artillery unit; 30% pink transparent). Going through counter set needed range of 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 14, 15, 17, 18. Did not add this feature to range 1 units. Activated by CTRL-R
34. Separated markers into Markers Map and Markers Display. The latter will be later be hidden as such counters will remain on the displays and will not be allowed to delete or clone, they stay on the Displays.
35. Added distinguishable Disrupt Allied and Disrupt German (counters to corresponding combat units).
36. Defined colors: American, British, German, Marker AP (Allied Powers), and Marker GE or use in any counters/layers created within vassal.
37. Defined fonts: Arial Bold 6, 8, 10, 12, 14, 16, 20 for use in any counters/layers created within vassal.
38. Added off set VP map marker for scenario play, does not stack trait.
39. Created a separate Marker menu for Chart/Display markers. Similar to unit counters, players should be unable to Clone or Delete unique Chart/Display markers, they have to exist somewhere (markers on the displays, units on map/OOB/one one of the secondary displays. Both the Unit Menu and Chart/Display Marker menu will be hidden from players in the released module version. Game markers separated into the Map Markers and Chart/Display Marker menus. Added and zone mapped a separate Turn Now display as a separate display; activated by the Hourglass button. Turn button can be flipped between GE and AP [Allied Powers] side. Turn counter flip and movement on the Turn Now display is reported into the log.
40. Added and zone mapped a separate Rail & Port display replacing the Turn, Rail, Port damage chart. Movement of the various Port and damage counters are reported into the log.
41. **PENDING: Add reporting of such things as Flip of a Combat unit, a combat unit moving to/from secondary display.**
42. **PENDING: Regarding Remnants. In FTF play one moves a flipped unit capable of a remnant (defense of 2+) to the remnant display and move the corresponding numbered remnant to the map. In a published game, there are a limited number of slots in a counter-sheet, hence a limited number of remnant. so in the earlier module versions, this FTF process is duplicated. However in Vassal, we have the capability of adding a remnant third side to counters capable of remnant. This third side can have the unit id create on the remnant counter rather than the remnant number. [The unit Flip trait for taking losses, will be replaced by an increase and decrease trait; increase when taking replacements, decrease when taking a step]. This would negate the use of the steps related to the remnant display but also negate the** consequences of a limited number of

remnants. I am unsure of the game impact of unlimited remnants. Can have both capabilities, but in a standard/tournament game format, there needs to be a defined procedure. Will punt to the WGA TLD module advisory panel, and perhaps post to ComSimWorld for broader response. in the WGA Victory in the Pacific module [VIP] when a damaged marker is placed on a ship, the damage marker has the ships name automatically added, such can be identified should it become separated from the ship counter. Will use similar method to automatically name remnant counters.

43. **PENDING: Define an itemize Variant Historical OOB listing. Some changes may have already been made to the TLD module counter set, either errata corrections of unilateral changes by Scott Hill/Stephen Sawyer. This will be defined.**

44. Add missing charts: DD Calamity; Debarkation Capacities; Remnant Exchange; Sequence of play. Non-action, all charts found once scenario/campaign game is loaded.

45. Added distinct Allied Disruption [green] and German Disruption [blue] markers.

46. **PENDING: Add all End Of Turn cleanup action menu; typically in a whiskbroom icon.**

47. **Added an Out of supply (OOS) layer to combat counters; former can be placed by a trait [CNTL-O]; visibiltiy to be enhanced.**

48. **PENDING: The VASL module has a button to highlight all units with potential rally activities. If I can access someone on that module team or debug the hugely extensive configuration, can use a similar function to highlight all remnant units.**

49. **PENDING: There may be a Vassal capability similar to function in Matrix Games The War in the East, where one can toggle the HQ and all subordinate units are highlighted. I will ask the Vassal Wiki Team.**

50. **PENDING: Add a layer with a big 'X' on map markers for port status of Barfleur*, Building*, Cherbourg*, Courseulles, Isigney, and St Vaast.**

51. More is expected both in setup and during testing or through input in the WGA TLD Module Advisory team. Hope to recruit someone to be the interface with TLD ComSimWord.

52. **PENDING: Add combat and battle markers into their own marker menu, importing the Disrupt counters as well.**

53. Changed zoom on Scenario Display #1 (Mortain) to 1.0, 1.5, 2.0, and 2.5 so unit IDs can be read.

54. Changed zoom on Scenario Display #4 (The Fall of Cherbourg) to 1.0, 1.5, 2.0, and 2.5 so unit IDs can be read.

55. **PENDING: The American 3/36 half-track infantry is part of the American 3 Armor Division. The counter on the Scenario #1 Mortain display is missing the '3' for the 3 Armor Division. I do not know if this display image can be corrected given the use of SVG graphics.**

56. **PENDING:. Major issue with the 353 Infantry Division. The counter-set and the Campaign German Unit Entry Schedule match: I and II battalions of the 941, 942, and 943 regiments. In the Scenario #1 Mortain Display the battalions are 941, 942, and 916 regiments, the 916 is part of the 352 Infantry Division. The 943 and 916 regiments are not interchangeable; the 943 is Bicycle Infantry (446) while the 916 is foot infantry (454). The Vassal scenario start file used the 916 regiment of the 352 counters instead of the 943 or the 353 Infantry Division. Unless the use of the 916 was intended for reasons unknown, the Scenario #1 start file should be corrected. As these units start inverted, this all has meaningless impact on the scenario.**

57. **PENDING: Replace interdiction markers (white counter) 1-5 with a single counter 0-8 that can be indexed or initially selected at any initial value (similar to ship damage marker in Victory in the Pacific module). Create help file to explain usage.**