

NEW YORK 1776 Version History

Updated 200107

Items in boldface remain to dos.

200107: Version 1.1 [Gilbert Collins, Matt Looby, Bill Thomson]

- Rotated the board 90 degrees counter-clockwise to align with the horizontal nature of most computer monitors.
- Changed borders of selected units on maps from 3 point black to 5 point magenta for greater visibility.
- Updated auto-report dialogues to start with \$PlayerSide\$
- Mouse over stacker display setting changed from 2 to 0.
- Change map display text size from 9 to 12.
- Last move highlighter changed from red 2 to red 5.
- Zoom levels changed from 0.1 through 1.0 in 0.1 increments to 0.5 (initial), .075, 1.0, 1.25
- Stacking options changed from 2, 4 not expanded to 6.6; from 6, 12 expanded to 18, 18.
- Added Text Label, Movement Trial, Marked Moved to combat units via Prototypes.
- Added Missing Turn Map Block.
- Separated Map Blocks into separate menu within unit Palette [Turn, Sea Movement, American AP, British AP]
- Defined Fonts for Turn Block definition.
- Removed Delete trait from Map Blocks [Turn, Sea Movement, American AP, British AP]
- Added Marked Move capability for Battle Board
- Added Grids to Sea Movement, AP track, and Turn; Map Blocks will now center. Grids now have correct labeling but reporting. Appears in zoned map, I can either have a grid or reporting, not both. My knowledge is incomplete. To be debugged; in most of my other modules the turn track is a secondary map window.
- Added the Wargame Academy [WGA] custom Java Tool REFRESHER. Used to update traits on counters already deployed. [Counters have the traits that existed at the time they were pulled from the menu; use of refreshed negates the need to replace all the game counters deployed on map, OOB, secondary displays such as Graveyards etc].
- Created Divisional (1st, 2nd, 3rd Division for each side) Hand and Battle Map Markers. Can be used at player option. Add Battle Main Map marker; as described in Gilbert Collins Youtube video [<https://www.youtube.com/watch?v=ICpx145G81U&t=634s>].
- Replace references of Dead Pool [CNTL-X] with Graveyard [CNTL-G] with a Send Back command [CNTL-B].
- Removed ability to delete units; all units should be on map, players hand or in graveyard. Pieces Menu is now hidden from players. This will prevent missing and duplicate units. Reporting of deletion of units likewise removed from prototype structure.
- Command for Mask units changed from CNTL-M to ALT-M as CNTL-M is used for adding/removing move notation for combat units.
- Simplified all tool tips.
- Updated 1776 scenario file.
- Removed button text on Overview
- Added Notes button, filling in scenario victory conditions
- Replaced Retire text with white flag.
- Altered the counter moved indicator on combat blocks to make it more legible.
- Updated the move button so more legible.

- Added a Turn Now side to the Turn marker as initially it is not defined which side moves first.
- Deleted the turn marker I found in the Map configuration from version 1.0.
- Added in the usual set of WGA Help Files
- Changed name of Blue Blocks when masked from British to American. When mouse over masked Blue Blocks, the block spread now shows 'American'/'
- PENDING: Improve the counter and map graphics as text is low contrast vs background. Image editing is not in my skill set.
- Send all input to Bill Thomson [bill@wargameacademy.org]. Goal will be organized PBEM ladder or tournament play if there is sufficient player interest. Will benefit for a volunteer to interact with user groups such as BGG, Comsimworld, whatever Worthington Games forum that may exist. My interests and activities are distributed across scores of Vassal game titles with insufficient discretionary time to dedicate to this title.

180319 Version 1.0 [Judd Vance]

Please send all additional comments, suggestions for enhancements/modifications/error correction to bill@wargameacademy.org; 817-501-2978