

Version 1.5

Better memory management

- For SPGs with a lot of promoted pieces, Stelvio now requires less memory to calculate all the different possible permutations of which piece is which. This is especially useful for the length-record problems (although these SPGs cannot be completely tested at the moment for other reasons).

Strategy analysis

- Added/refined strategy analysis logic for various collision cases.

Internals

- Dependency graph maximum size increased, so that the (rare) case where the size limit was breached should no longer happen.
- Quite a lot of internal cleanup done, needed for further improvements.
- One bug fixed (rare case which would have led to an internal failure - so nothing to worry about).