

Version 2.5

A lot has changed since the last official version (2.1).

UI

- Multiple problems can now be added to the input (i.e. problems.txt) file. They will then be solved in succession individually.
- Slight adjustment in what the metrics mean on the right of the diagram. See documentation for details.

Parameters

- `includeTestWithHalfMoveLess`: Possible values: true/false, default is false. In case true, then any input SPG is solved a second time but with the available half-moves reduced by one. With this option, Stelvio is guaranteed to find any shorter solution to an SPG (next to solutions/cooks with the given length).
- Removed: `parallelize`. This parameter is no longer needed since non-parallel solving is discontinued with v2.5. This reduces the code I need to maintain without any real drawbacks.

Strategy seeking

- Some adjustments to improve strategy seeking speed. This is still somewhat under construction.
- Better cross capture necessity detection. This is still somewhat under construction.

Strategy analysis

- Added strategy splitting in case of baseline collision: Assume there is a strategy with collision between paths on the baseline, for which it is not clear which piece has to make a detour, say `wRa1-e1` and `wRh1-b1`. Then the strategy is split up into all possible ways the collision can be resolved. In the example case, 2 sub-strategies are created, in one the a-rook makes the detour and in the other, the h-rook. As the detours consume otherwise free moves, these sub-strategies can in general be played a lot faster than the original strategy.
- Various additional collision cases detected. Thanks go to Michel Caillaud and Silvio Baier for valuable input.
- Better exploitation of the found collisions.

Strategy playing

- Some adjustments here should improve playing speed. E.g. the famous Pronkin-AUW can now be solved in under 1 minute on by notebook (using 4 players).

Internals

- A lot of refactorings were needed for the strategy seeking changes.
- 3 solver bugs fixed. Noting too serious.
- 3 UI/output bugs fixed.