Version 4.2

The main point of this version is to fix a bug in the realm of playing a single strategy in parallel (which is possible as of v4.0). Thanks go out to Joost Michielsen for finding and reporting this bug. The improvements come from adjustments I made that were needed for solving the 57.5 length record problem.

Strategy analysis

- Advances in the check protection logic.

- Further strategy splitting option added, alwaysX, see documentation for details.

- Better king path analysis.

Bugfixes

- Horrible bug fixed that could lead to a wrong verdict when playing a single strategy in parallel (similar to the one fixed in 4.1). With bad timing, it was possible that Stelvio missed duals and could therefore wrongly declare a strategy as a solution-strategy instead of a cook-strategy. So in case an SPG tested as correct with v4.1 with parallel playing (i.e. numSlavePlayersPerStrategy > 1), it should be retested with v4.1 (only the solution strategy needs to be re-tested, so StrategyConditions can be used to filter for this strategy).

- Some more rare-case bugs fixed.