

Version 4.3

Strategy analysis / Strategy playing

- The main improvement of this version lies in a new strategy splitting option, that is surprisingly useful in some cases. See documentation for details (Chapter: Distribute free moves to sub-strategies). With it, the following problems became testable in only a few hours time, instead of being mostly out of reach: [Newly tested problems in PDB](#).

Bugfixes

- Rare case front pressure bug fixed (I will likely someday in idee&form explain what front pressure is...)
- Collision bug fixed that was introduced with v4.1.