

Version 1.6

Strategy seeking visualization

- Added strategy seeking information in the UI, so that the user can get an idea of how long strategy seeking will take. See the documentation for details.

Strategy analysis

- Refined logic for path segments which only take up one move. Can make solving faster here and there.

Internals

- One bug fixed which would have resulted in an exception if encountered. Very rare case.
- The usual dose of cleanup.