

# Version 2.0

## Parallelism

- Better distribution of workload when seeking strategies in parallel. This is accomplished by splitting the workload into smaller chunks (sometimes, not always - depends on the SPG).

## Strategy analysis

- Refined path distance logic. The elephant in the room. This is beneficial for a large percentage of SPGs by reducing the amount of free moves.
- Various collision cases added.
- Collision detection can now run in different modes: `expensiveCollisionDetectionMode = on/off/default`. See the documentation for details.

## Check protection

- Stelvio can now sometimes determine that check protection is needed. This can drastically reduce solving times, as the check protection manoeuvre usually consumes a few free moves.

## Internals

- Reduce memory footprint here and there.
- The usual dose of cleanup.
- 3 corner-case bugs fixed.