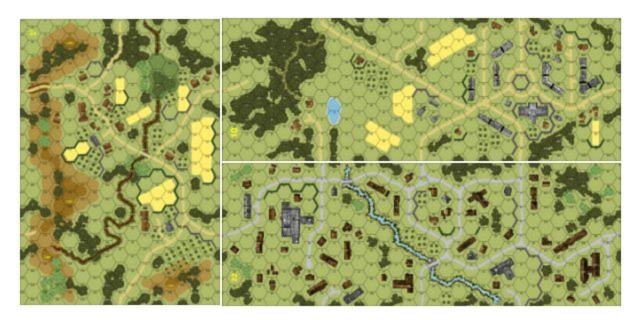# README for bdNUL and bdNULV

Board NULV is similar to bdNUL - it's a 1-pixel-wide "board" that can be used as a placeholder to make VASL accept a particular board configuration.
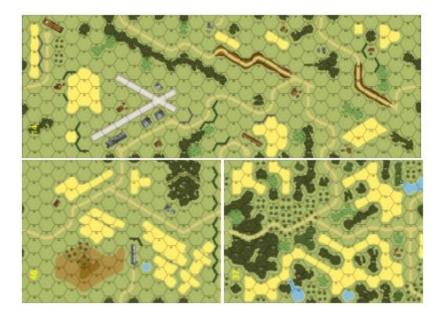
Recall that VASL only understands boards placed in rows and columns. In order to get VASL to understand the following board configuration:

We use bdNUL (a 901-pixel-wide by 1-pixel-tall "board") to fit "under" bd 2a in VASL's Map Creation dialog:

2a	10
NUL	22

Similar to this situation, bdNULV (a 1-pixel-wide by 645-pixel-tall "board") is useful for creating the following map:

To do this, place and crop the boards as such:

14	NULV
46 (A-Q)	37 (A-Q)

Sure, it's possible to do this without needing bdNULV if you simply rotate the entire map 180 degrees:

37 (flipped, A-Q)	46 (flipped, A-Q)
14 (flipped)	(leave blank)

...but goshdarnit, sometimes you want the right board on top :-)