**UBMP**

**The Units & Balancing Modification Pack Project**

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| |  |  | | --- | --- | |  | **UBMP** stands for Unit & Balancing Modification Pack. UBMP is my attempt to fix the balancing of TMP and add new units to the game. Currently, the new units are ones I've unlocked that are in the original Campaigns, but unavailable in regular Skirmish Mode. They will soon be available for all types of Skirmish Mode, including Multiplayer. I am also interested in modifying some of the costs, times, and stats of the game for skirmish and multiplayer games to make the game slightly better balanced. I hope UBMP will be the defining compilation pack of new units for the Moon Project in the future, and will contain only the best new units. It will serve as a compendium of high quality weapons, specialty items, and scripts. It will also be well balanced and ideal for multiplayer gaming on all types of maps. All balancing work and poor scripting by Ribdeth, and Utilities and Support by MadCat, without whom this wouldn't even have been possible. Any comments or suggestions are highly appreciated, and you can email me at [ribdeth@yahoo.com](mailto:ribdeth@yahoo.com) or post ideas at the BATTLEGROUNDS Forum in the [Scripts, Mods, Maps, & Other Projects](http://pub61.ezboard.com/fribdethstmpforumfrm29) Section. | |

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| **UBMP News** |
| 12-30-02: Released the 1st public version of UBMP! The Plasma Artillery is still too large, but lots of other little fixes. Balanced the Alien Craft a bit, and now it has regular weapons. The Alien Weapon is still as powerful, but requires an expensive and long research time. Harvesters are an easier research for the UCS. Click [here](http://www.angelfire.com/geek/ribdeth/UBMP.zip) for UBMP! |
| 9-28-02: Released the 2nd Beta of UBMP! Still a couple of unresolved issues. The Alien Weapon Model is invisible in the Research Screen. The Plasma Artillery is too large for the build pic and has poor aesthetics. Also, there are several balancing issues which should be addressed. The LC weapons did get added to this version though, and the TechWar issues have been fixed. |
| 9-19-02: Not as much interest in UBMP as I was expecting. I do have a few people interested in beta testing, and will be distributing a 2nd Beta next week. For everyone wondering why I haven't distributed the beta, it's because I already know of several issues that I'd like to fix, and these need to be addressed before I can start concerning myself with any other issues. I have not said online what exactly I'm doing with the beta or the problems so I figured I would do this now. The UBMP beta unlocks the Grizzly I, II, & III for the UCS, the Fang and Alien Craft for LC, and the Tank, Heavy Tank, and Truck for ED. It also unlocks weapons for the Grizzly, the Plasma Artillery for the Fang, and the 150mm Cannon, AARockets, Heavy Rockets, and the high dammage 105mm cannons for ED. Some problems already mentioned is the lack of Plasma Beam Projector for the Fang, the lack of Alien Weapon for the Alien Craft, and that these chassis or weapons need to be researched in Tech Wars. By default, everything should be researched in Tech Wars. I'm going to be able to fix the lack of weapons pretty easily, but this will take some time. I will also be fixing up some of the scripting for the Tech Wars gametype. This also should be easy, but will take some time. SpaceTug has already provided me example source code for this(thanks), and should only be just a little copy and pasting. I don't want to get too involved with scripting, so I will try to keep things bug free and limit it to this. Maybe in another month or 2 I will do more scripting for gametypes or AI profiles. After a 2nd Beta and a problem free version, UBMP will be made public for distribution. |
| 9-15-02: Finished the UBMP beta! I am now taking beta testers. If anyone is interested, please email me at ribdeth@yahoo.com. This is a limited beta, and I am trying to keep the test group small until I have most of the problems worked out. I'm pretty excited to have one of the first mods for TMP this close to public release. |
| 9-11-02: Currently finishing up the UBMP Project Page and fixing up some minor details for the UBMP beta. I will be posting more news about this project and requesting beta-testers shortly. |

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| Production of the invincible Grizzly Army | Crion and Fang Artillery Assault |

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| ED Tanks Burying a UCS Base. |