

## Background

Masterplan v13 (M13) is being developed as a bridge between new and old.

The Legacy Masterplan (v12 and earlier) which we will call Original Masterplan (OMP) is a WinForms application running exclusively on Windows OS. Many players use other operating systems than Windows. For that reason, the next generation app, MasterplanXP (MPX), is being developed from the ground up as a cross-platform redesign to OMP.

Some of the newer technologies needed for a cross-platform rebuild have removed or cast aside some of the older technologies, mostly due to security concerns. M13 is to be a temporary bridge to the gap between the two technology stacks. M13 is planned as the last version that continues to exclusively use WinForms.

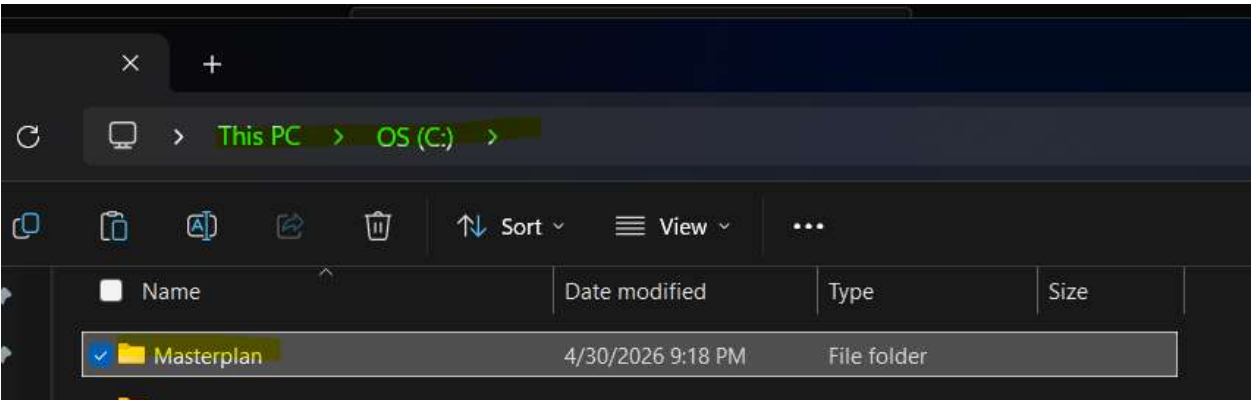
## Technology Update

Exclusively on Windows OS		=>	Cross-Platform (Win, MacOS, Linux)	
Masterplan 12 & earlier	=>	Masterplan 13	=>	MasterplanXP
.NET 4.8 - WinForms		.NET 8 - WinForms		.NET10 - Avalonia UI

## Instructions

These instructions are meant to provide users BETA testing the application some guidance about installation and particularly the file conversion process. In addition to a rundown of features to look for.

1. Create a folder on a drive on your computer. In this example we will use c:\Masterplan. This should NOT be the same folder where you have OMP installed. OMP and M13 can be installed on the same machine, but files converted to the new format on M13 are not usable on OMP. Save yourself some hassle and backup your M12 files.



2. Download the archive Masterplan13.0.2.zip from the Gamers Syndicate downloads page. It will be the first link on the page. <https://tools.gamerssyndicate.net/downloadsForm> The application

# Masterplan 13.0.2 Beta Guide: Setup, File Conversion, and New Features

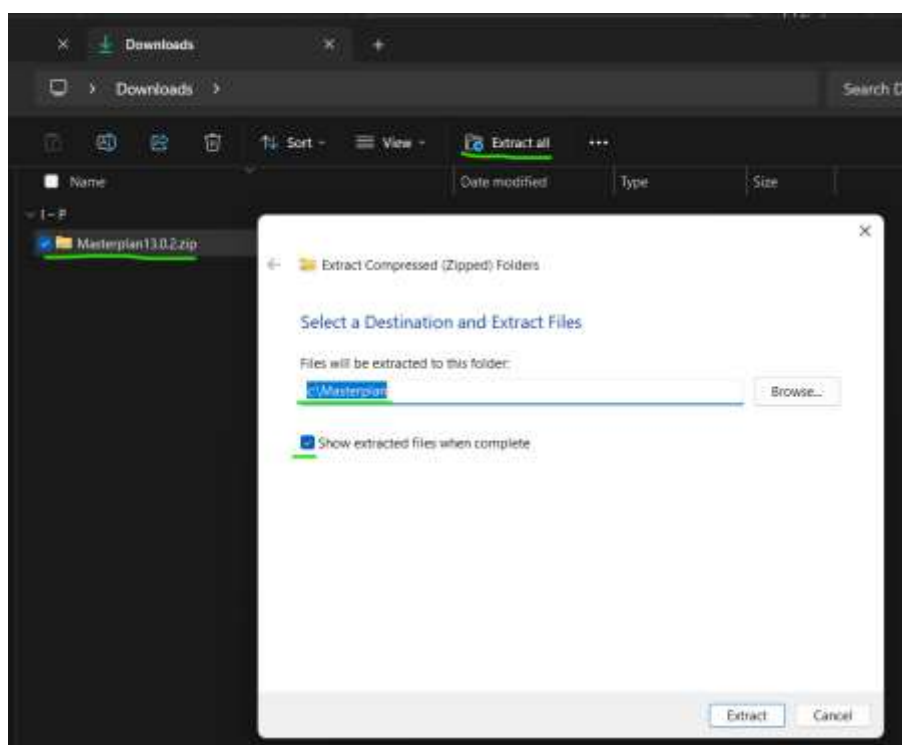
uses .NET 8 and will require a download and installation if you do not already have it installed. Get it from the official site <https://dotnet.microsoft.com/en-us/download/dotnet/8.0> Select the .NET Desktop Runtime, unless you plan to develop in .NET 8, in which case get the SDK.



## Links to files

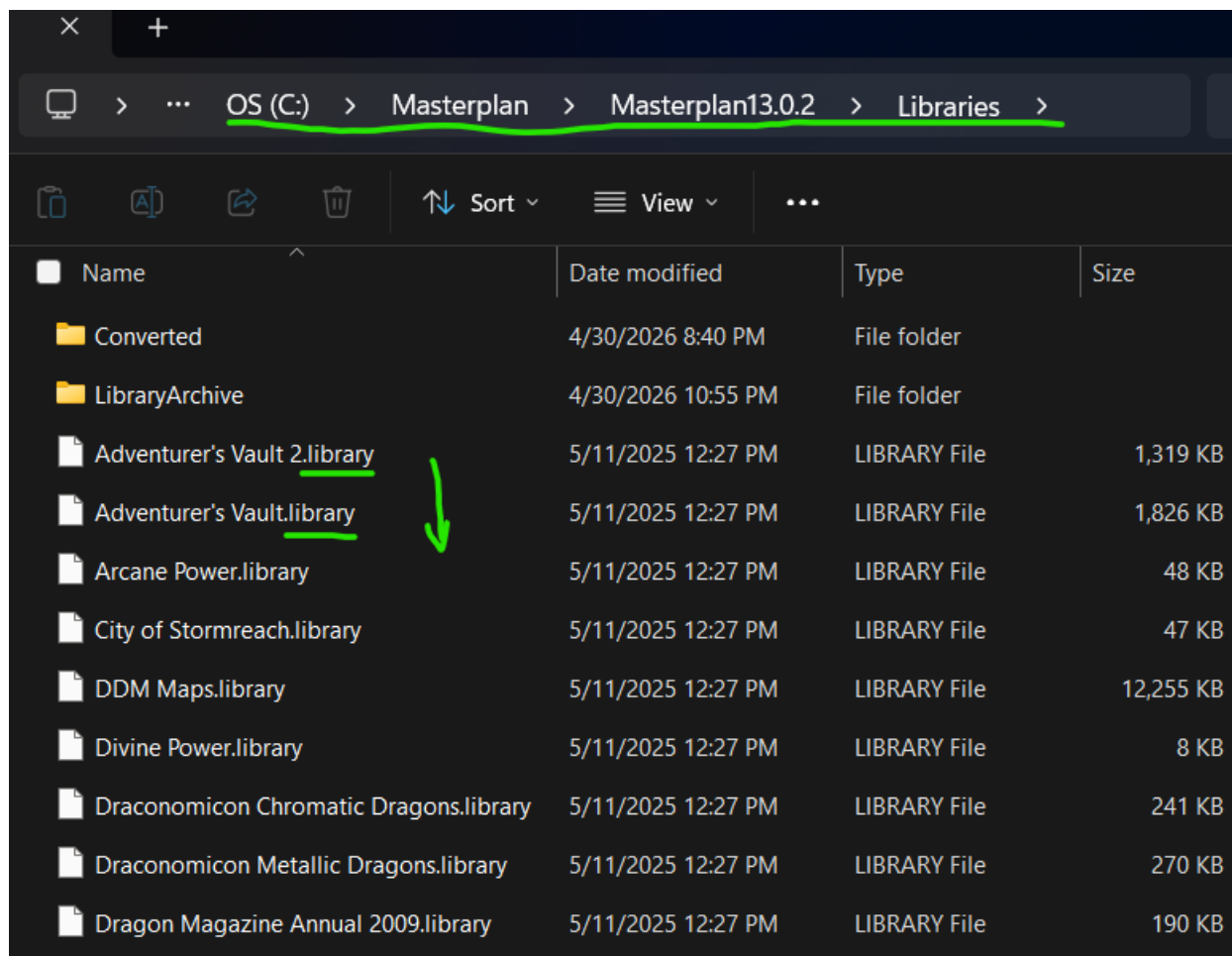
Masterplan 13.0.2 - Upgrades .Net from 4.8 to 8. Implements some fixes and new functionality- For testing ONLY - BETA

3. Backup your .masterplan and .library files from your OMP installation. For any testing always use a COPY of your files. Extract the contents of the Masterplan13.0.2.zip archive to the c:\Masterplan folder on your machine.



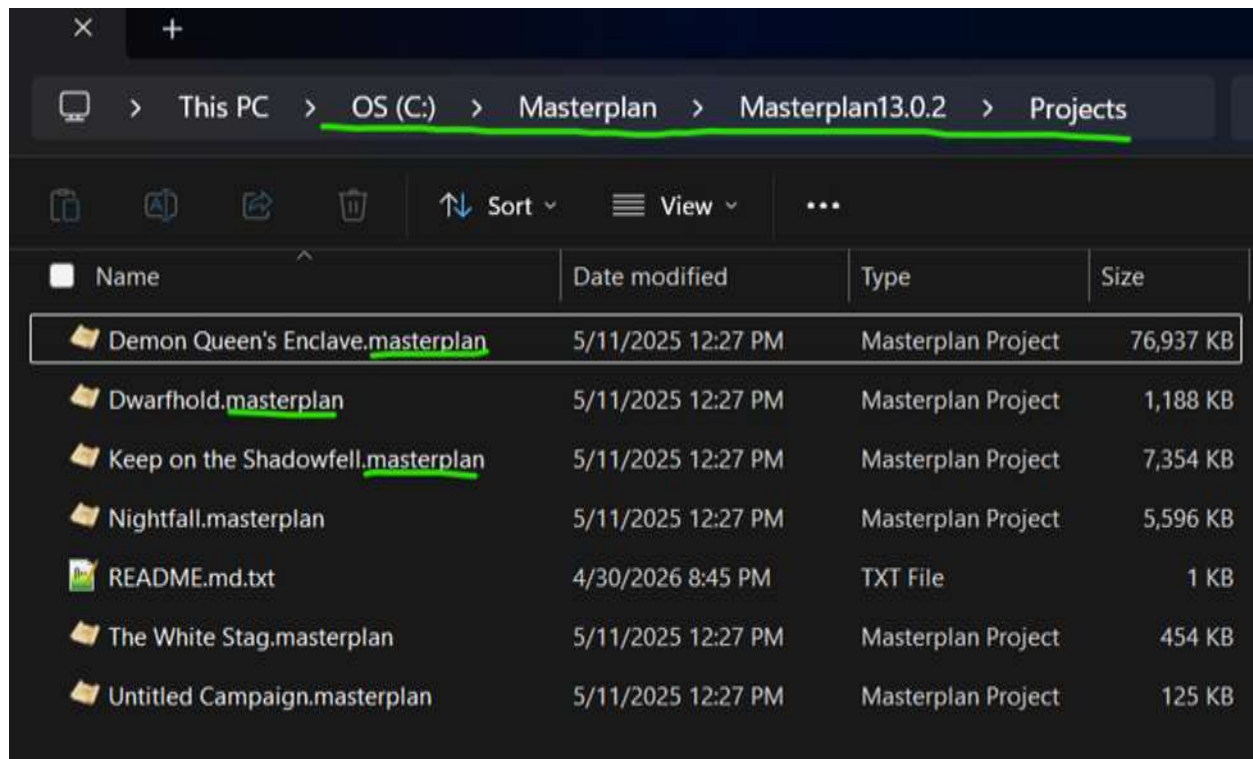
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4. Masterplan13 includes the default .library files. Put a COPY of YOUR custom .library files in the Libraries folder for M13 along with the default libraries. If your custom files are duplicate names of the ones provided by default; rename your custom files, rename the default files, or remove the default and keep your custom files. That choice is yours. The .library files are binary files in the old format that contain the monsters, magic items, traps, etc. you use to build adventures.

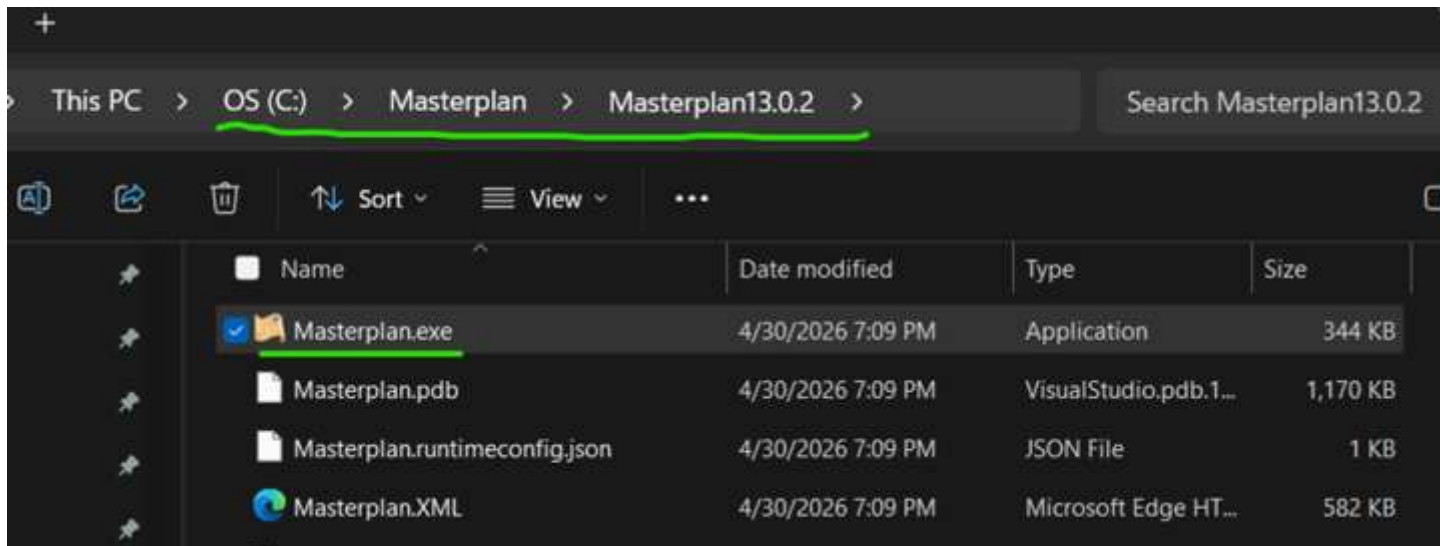


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5. Masterplan13 includes a few examples of adventures located in the Projects folder with an extension of .masterplan. The .masterplan files are binary files in the old format and contain the adventures you have saved. Put a **COPY** of your .masterplan files in the Projects folder along with the ones provided with M13.

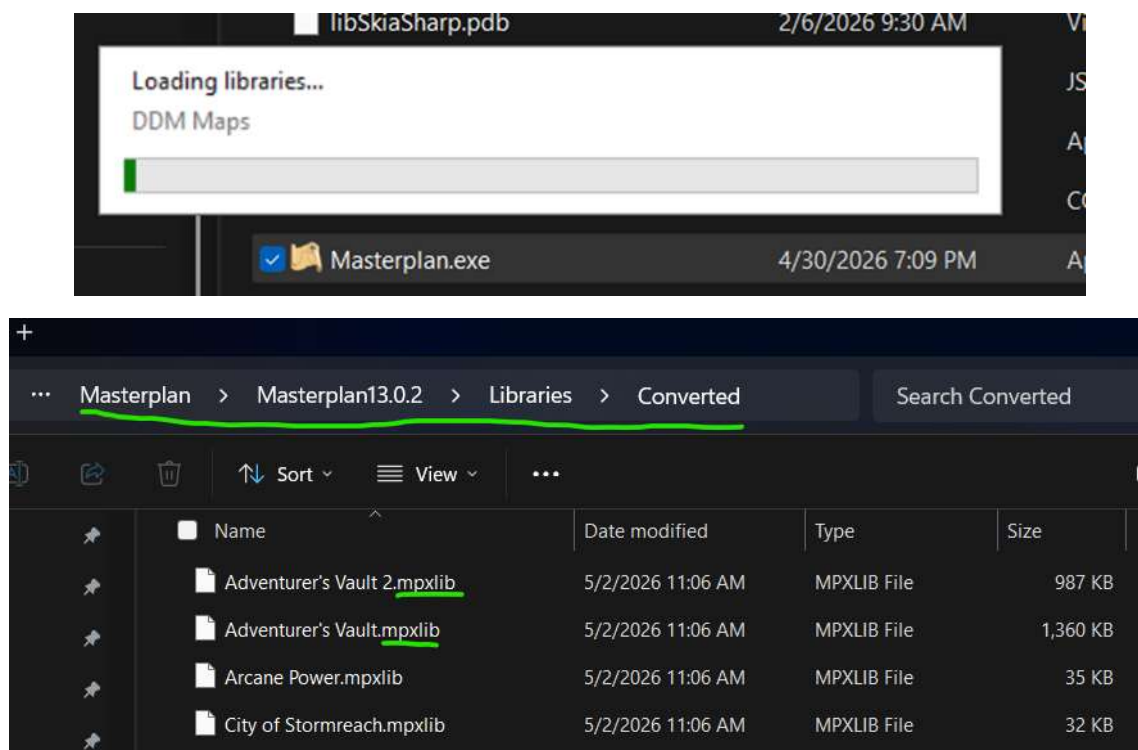


6. When you have **copies** of your old .masterplan and .library files in place, Open the new Masterplan. Locate the new Masterplan.exe file and double-click it.



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7. M13 will open and immediately search the Libraries folder for .library files. M13 will convert the .library files from the old format (.library) to the new format (.mpxlib). The converted files will be placed in the Converted folder.

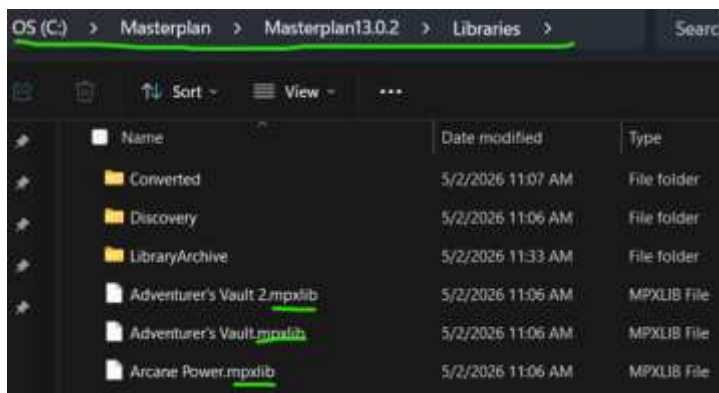


**Note:** Since M13 serves as a bridge between versions, the conversion functionality works in both directions. When M13 opens a .library file it converts it to a .mpxlib file. When M13 modifies an item on a .mpxlib file it creates a duplicate .library file that also contains the item. If you create a new Library from M13 it will create both a .library and a .mpxlib file in the same folder. The .library files created with M13 should still work in OMP. However, the .mpxlib files are only usable in M13 and eventually MPX. This is the functionality that needs the most testing. The conversion process is designed to be “data-lossless”. It has been tested in limited test runs, but that’s why we have BETA Testing and need eyes on the data.

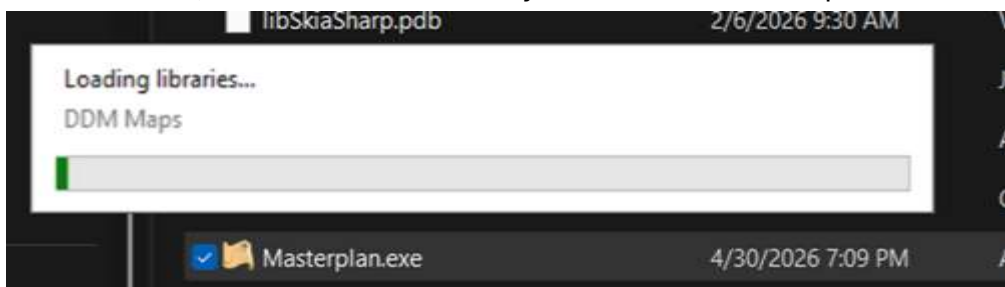
8. Close and Exit M13. Your .library files have been converted to a new format and are in the new location.
9. Move the .library files from the Libraries folder to the LibraryArchive subfolder provided so that the Libraries folder is empty of .library files..

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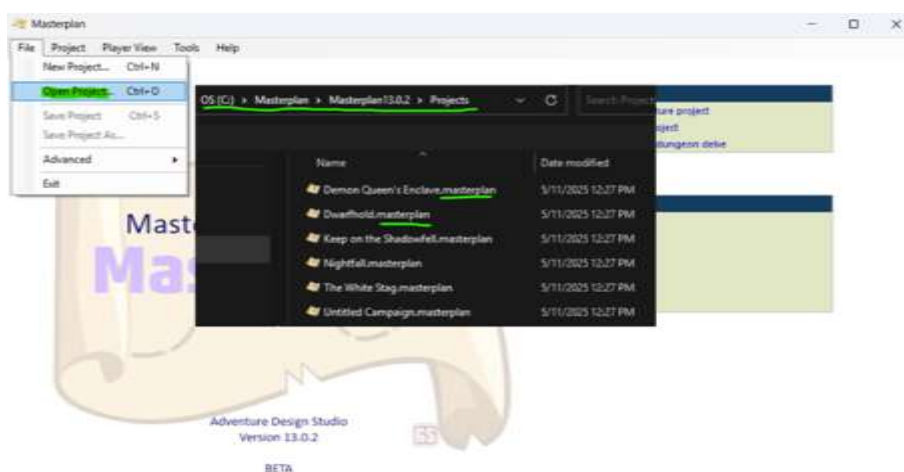
10. Copy the .mpxlib files from the Converted folder to your Libraries folder.



11. When you have **copies** of your old .masterplan and the new .mpxlib files in place, Open the new Masterplan. Locate the new Masterplan.exe file and double-click it. M13 will read the new .mpxlib files at startup. There is no conversion involved with this file load for .mpxlib files. If there is a mix of files of both formats, M13 will convert .library files and will load .mpxlib files at the same time.



12. Open a project. Navigate to File>Open Project and left-click. Select a .masterplan file. Double-click the selected file. The file should open without issue. Work with the file as normal: run an encounter, create a new encounter or pause an encounter. Create an object in a library, modify an object or create a new library. Test the functionality of Masterplan as you would normally use it.



13. When you are done, save the file. You should see both a .masterplan and a .mpxplan file in the same Projects folder. If you created or modified an object in a library, you should see both a .library and a .mpxlib file in the Libraries folder.

14. From now on, open only the .mpxlib and .mpxplan files on M13 and try to open the .masterplan and .library files created/modified with M13 on your OMP installation.

**Note:** Since M13 serves as a bridge between versions, the conversion functionality works in both directions. When M13 opens a .masterplan file it converts it to a .mpxplan file. When M13 saves the file, it creates a duplicate in the other format. The .masterplan project files created with M13 should still work in OMP. However, the .mpxplan files are only usable in M13 and eventually MPX. This is the functionality that needs the most testing. The conversion process is designed to be “data-lossless”. It has been tested in limited test runs, but that’s why we have BETA Testing and need eyes on the data.

15. At this point the most important work is to try to break the application. Testing on M13 has been ongoing, but I cannot account for all corner cases that someone might run their game through. The purpose is to find anything that is not working, particularly in data loss between conversions. Once I have confidence that data conversion is working properly, M13 will be out of BETA and will get a full release.
16. Report your findings: Contact me on discord @Luddite\_Vic. Please let me know what works, and what doesn’t work. Happy Testing!

**IMPORTANT NOTE & DISCLAIMER:** Throughout this document, I have mentioned multiple times that you should always work with COPIES of your files. It must be said AGAIN – COPY and work only with copies of your .masterplan and .library files. You have been warned...

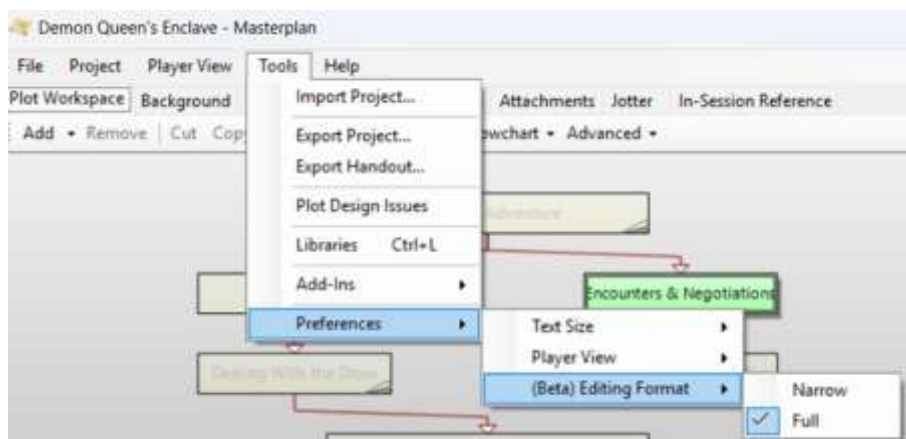
I am not responsible for any damage that happens to your files.



## New Functionality in M13

Of course, M13 is not only a bridge it also includes some new functionality for Masterplan. This is still in BETA so please break what you can and report back.

1. Full and Narrow screen editing: You can now select if you want to edit items in the library using a wider view, or a narrow view. Navigate to Tools>Preferences>Editing Format>. Select a Narrow or Full editing format for the canvas.



Full editing:

Creature Builder

File • Options • Advice Powers Preview

Stat Block Picture Encyclopedia Entry

**Aboloth Behemoth**  
Huge aberrant beast (aquatic)

HP 181 Bloodied 50  
AC 35 Fort 35 Ref 30 Will 30  
Speed 5, fly 7, swim 8  
No resistances / vulnerabilities / immunities  
Saving Throws +2 Action Points 1

Level 19 Elite Soldier  
4000 XP

Initiative +15  
Perception +13  
Dexterity

**Powers and Traits**  
add a trait | add a power | add an aura | add regeneration  
browse for an existing power or trait

**Traits**  
Mucus Haze • Aura 5  
any enemy treats the area within the aura as difficult terrain. While the aboloth is bloodied, enemies within the aura take a -2 penalty to saving throws against dazed and dominated effects.  
edit | remove this aura

**Persistent Grab**  
An aboloth behemoth can sustain a grab on all creatures it is currently grabbing with a single minor action.  
edit | remove | duplicate this trait

**Threatening Reach**  
An aboloth behemoth can make opportunity attacks against any enemy within 3 squares of it.  
edit | remove | duplicate this trait

**Standard Actions**  
Tentacle • At-Will (basic attack)  
Attack: +24 vs AC  
Reach 3: 2d10+6 damage, and the target is grabbed and dazed (save ends).  
edit | remove | duplicate this power

**Double Attack** • At-Will  
The aboloth behemoth makes two tentacle attacks, each against different targets.  
edit | remove | duplicate this power

**Triple Attack** • Recharges on 5-6  
The aboloth behemoth makes three tentacle attacks, each against different targets.  
edit | remove | duplicate this power

**Whipping Tentacles** • recharge when first bloodied  
Range: Close burst 3  
Attack: +22 vs Reflex  
targets enemies in burst; 2d8+8 damage, and the aboloth behemoth slides the target 3 squares.

**Create a New Creature**  
Import a creature file from Adventure Tools  
Create a variant of an existing creature  
Generate a random creature  
Generate a hybrid creature

**Modify This Creature**  
Generate a new name for this creature  
Browse for existing powers for this creature  
Apply a template to this creature  
See power statistics for other creatures of this type

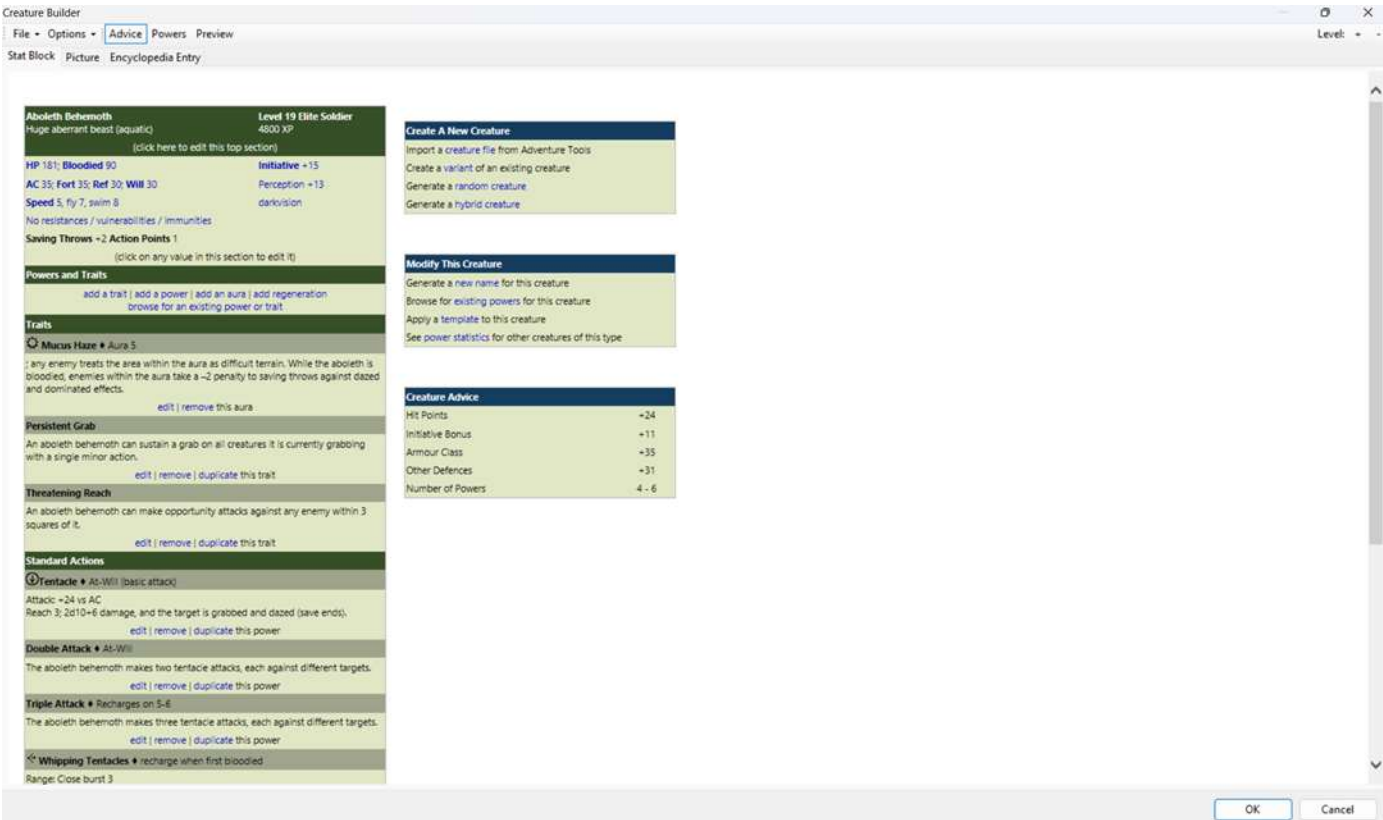
**Creature Advice**

Hit Points	+24
Initiative Bonus	+11
Armour Class	+35
Other Defences	+31
Number of Powers	4 - 6

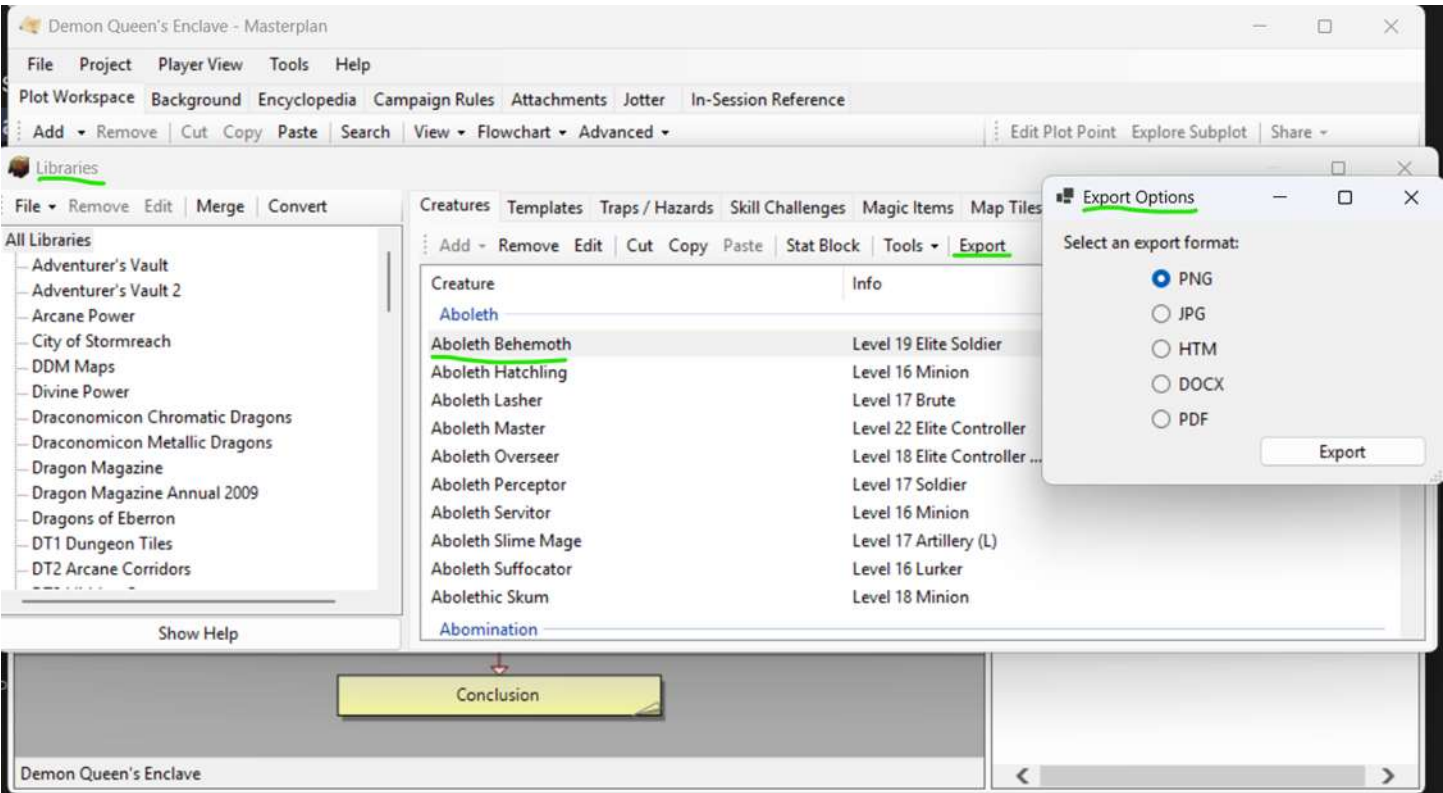


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## Narrow Editing:



2. Export Options: You can now export objects from the Libraries in multiple formats.



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- Gamma World 7e additions: Gamma World Origins and Damage Types have been added to the defaults.

