PoP Modding Community 2012 Highlights

t'was a good year!

January 8, 2013

January

ten_z_palacu releases the *Lost of Small Bricks* mod.

March

genter190 releases the *Prince Fanny* mod.
MP releases the *Persian Nightmares* mod.
hbzlmx releases custom graphics for PoP1.

April

The original PoP1 for Apple II (6502 assembly) source code is being released by Jordan Mechner. The code is being used to make new discoveries the next couple of months.

May

robert releases the *Deserted Dungeons* mod.
Three students write about their *Prince of Persia 2D* GameMaker: Studio game.

June

yaqxsw releases the *Extrem* mod, which will be re-released in October.

July

kj-5349 releases the *Battle Hardened III* mod.
yaqxsw (sorta) releases the *Extrem2* mod.
David publishes information about how to enable/disable the availability of the sword in one or more levels of PoP1.
David publishes information about the automatic moves of the prince's shadow in PoP1.
Norbert releases a new *apoplexy* version (1.2b).

Norbert publishes a document about special events in PoP1, which is later supplemented by David.

Norbert publishes information about the visual tricks of *Repetition of Time*.

August

From this month until the end of the year, yaqxsw, David and Norbert publish about PoP1 tricks and discover many new tricks.

David writes about new PoP2 cheats in joystick mode.

Norbert adds icons to all forum boards, and adds a shoutbox to the forum.

yaqxsw releases the *Prince Unique* mod.

Norbert publishes a document that describes the differences between the DAT files of the various PoP1 versions.

September

kj-5349 releases the *PoP2 Split Levels* mod.

polipo starts working on/publishing about his PoP1 port written in C#.

David figures out how to compile and run the PoP1 for Apple II sources, and makes it possible to use its level editor.

Norbert publishes a document that describes all hitherto unknown tile variations, including bloody chompers and stuck level doors.

October

ZEUS writes about an easy way to pass the first guard in level 8 of PoP1.

mk1995 creates an image of the PoP1 palace layout.

stiven202 releases the *Dungeons Of Hell* mod.

David releases a new *PR* version (1.3).

Norbert looks into making the prince do a somersault (salto) in PoP1.

David releases a new *Pr1SnesLevEd* version.

November

Iso releases the *Iso's Mod (Training Levels)* mod.

Norbert redesigns the Princed website.

Norbert starts working on a checklist that can be used before releasing mods.

Norbert publishes a document about PoP1 guard types, which is later supplemented by David.

December

tacosalad and Norbert look into a raise button related bug of PoP1 for Apple II, and look into PoP1 cutscene animation differences.
hbzlmx releases the first version of *PoP1 Studio* (1.00).
opr releases the *PoP2 mod OPR* mod.
yaqxsw finishes and releases the *Into the Dungeons* mod, of which Eagle-Head Priest had already created most levels in the past.
David releases a new *Pr1SnesLevEd* version (bug fix).
Norbert publishes the trailer of *Prince of Wateria*.

License

Credits

January 8, 2013: Initial version, by Norbert