PoP Modding Community 2013 Highlights

so much has happened!

January 1, 2014

January

- Norbert publishes the *PoP Modding Community 2012 Highlights* document.
- Khushal64n6 joins the Princed Forum (and would make 476 posts in 2013).
- tacosalad releases the *Potions of Delusion* mod.
- Norbert releases the *Prince of Wateria* mod.
- The community gets a Facebook account.
- The Princed forum gets a separate Walkthrough Videos board where lots of videos would be posted (most by Khushal64n6).
- Starting this month, many new tricks are being discovered (mostly by yaqxsw and Norbert).
- David publishes about unknown bytes in the PoP1 level format.
- tacosalad writes about how blue potions work in combination with events.
- tacosalad writes about a changing tile in room 4 of level 4.
- David creates videos of various overflow bugs, and looks into correct/overflowed prince positions.

February

- Coco releases the *Babylon Tower Climb* mod.

March

- musa releases *PCSPLAY*.
- DCLeadboot releases the Prince of Persia alternative version spoof video.
- Starting this month, David, Iso, Kaslghnoon, robert and spartacus735 discuss new ways to alter the SNES ROM.

April

- Jordan Mechner publishes his *PoP2 Design Bible*.
- yaqxsw releases the *Potion of Illusion* mod.
- The Princed Project switches ISP; the website is down for two weeks.
- musa releases *DIGIPLAY*.
- KJ releases the *Iron Prince* (Iron Man 3 trailer style) video.

May

- David releases an improved *Pr1SnesLevEd*.
- spartacus735 and David write how to change the skeleton position.
- David publishes differences between the full and demo versions of PoP1.
- Starting this month (more followed in July, August and September), David publishes many ways to hex edit PRINCE.EXE to change the behavior of PoP1.

June

- polipo releases the first version of *POP.net* (last update in September).
- Norbert looks into PoP1 for the BK-0011M, and David figures out how to play it.
- David finds hidden Japanese text in PoP1 for SNES.
- David posts lots of additions and corrections to the PoP1 format specifications.
- robert mentions *Cruel World*, after which Norbert creates a map for level 30, and David creates a map for level 1 and looks into the game's key controls.
- Several boards on the Prince forum are being moved/merged/removed/created.
- David releases improved *Pr1SnesLevEd* versions (3x).
- David looks into using 256 colors for PoP1, and locally adds support for it to PR.

July

- David figures out how to fix *CusPop*, and a new version is being released.
- Kaslghnoon and Iso provide footage for a modding video Norbert is working on.
- David debugs and posts info about PRINCE.EXE cracks.
- Jakim and yaqxsw release the *A Place Of Despair* mod.
- David picks a logo for *Pr1SnesLevEd* and releases a new version of it.
- David posts footage of various PoP2 bugs.
- David analyses why PoP1 hangs on certain irregular room links.
- Norbert releases the *Prince of Persia Modding* video.
- David and Norbert start helping kamil9595pl with changing images, and would run into a GIMP color space bug in August.

August

- David creates overviews of custom VDUNGEON.DAT and VPALACE.DAT files. Norbert creates web-based versions of these overviews.
- Norbert creates code to generate a mods.xml file with information about all mods.
- Norbert publishes an updated version of the *Prince of Persia 1 Special Events* document with suggestions by David.
- Norbert publishes scripts for Windows and GNU/Linux to simplify exporting/importing resources with PR.

- David identifies lots of custom levels from *Total Pack*.
- hbzlmx releases *PoP OverAll*.
- David releases a new *PR* (pre-release) that Norbert would use for a new apoplexy and a new mod.
- Norbert adds new BBCodes to the Princed forum ([trick], [trickv], [tweet], and in December [soundcloud]).
- programmer deletes all his (718) posts. (Not a highlight, still notable.)
- jeminacek releases a Java program to add missing sound headers, for usage with PR.
- David looks into how PoP1 counts time, and how PoP1 levels are called in the original game and in level editors.

September

- Norbert releases a trailer for the *Micro Palace* mod.
- starwindz releases a new *Total Pack* (2x).
- Princechex releases the *Maksi Prince* mod.
- Faldyrer releases the *The Great Adventure* mod.
- Norbert releases a new *apoplexy* version.
- pcbeetje posts a single level.
- starwindz thinks about creating a random level generator.
- David publishes room-drawing code (converted disassembly to runnable C).

October

- Norbert and David discuss PoP2 dynamic guards.
- mk1995 creates an image of the sultan's palace layout.

November

- David posts about unknowns in the PoP2 level format.

December

- Coco releases the *Imprisoned... again* mod.
- David releases sixteen additional hacks for *CusPop*.
- spartacus735 releases the *The Persian Secret Passage* mod.
- yaqxsw releases the *Mini underground* mod.
- Norbert releases a new *apoplexy* version with PoP2 support.
- Norbert, David and Andrew discuss PoP2 cracks.
- DoutorHouse, Norbert and David discuss PoP2 demo versions.
- David and Norbert discuss PoP2 snake/skeleton types.

- David writes about potions hidden behind walls of PoP1 for the Sega Master System.
- Mitas57 publishes various level maps.

License

Credits

January 1, 2014: Initial version, by Norbert