

PoP Modding Community 2016 Highlights

(See also [2015](#), [2014](#), [2013](#) and [2012](#).)

January 2, 2017

As in 2015, the *SDLPoP* forum thread grew by 10+ pages,¹ with contributions by Falcury, David, Norbert, Sance, Andrew and various other people. Also, throughout 2016, more than a hundred walkthrough videos were created; by Suave Prince, yaqxsw, ramco yğ, ArmFly and others.

January

- David releases a new *Pr1SnesLevEd* version.
- David writes about differences between PoP2 releases.
- poirot publishes a basic *CusAsm* tutorial.
- David releases *SDLPoP* 1.16.
- Norbert publishes the *PoP Modding Community 2015 Highlights* document.
- Norbert releases *apoplexy* 3.0 RC3.
- Norbert publishes a document that explains how to use *SDLPoP* and *MININIM* with *apoplexy*.
- David writes about the SNES music format, adding the music converted to MIDI. In June, he (re)posts MIDI files, a custom SoundFont, and the WAVs it was made from.
- yaqxsw publishes a video that explains how to playtest and pass levels using *SDLPoP*'s quick save/load feature.
- poirot adds basic level editing functionality to *SDLPoP*; for now in its own branch.
- *SDLPoP* gets its own Princed forum board.

February

- Norbert releases *apoplexy* 3.0.
- Suave Prince releases the *Jaffar's Rooms* mod.
- The popot.org website has its 5 year anniversary.
- David explains how to hex edit PoP1 for DOS to allow guards and the prince to have different sword colors.
- oitofelix releases *MININIM* 0.9.2.
- salvadorc17 adds a copy and paste functionality to his MonoGame PoP port.
- Norbert announces that *apoplexy* 3.0 is the - or at least his - last *apoplexy* release.
- David writes about the PoP2 for SNES "floating on air" bug.

¹ Starting here: <http://forum.princed.org/viewtopic.php?p=17976#p17976>

March

- yaqxsw releases the *Hidden Levels* mod, which includes levels by Kaslghnoon, mmitch, Mek, and others.
- oitofelix releases *MININIM* 0.10.
- *MININIM* gets its own forum board.
- lvcabral announces he is working on a Roku PoP1 port.
- David explains which hex edits stop time and hide the MINUTES LEFT texts.
- Falcury writes about *SDLPoP* scripting/modding, and he and others briefly discuss his idea of adding a dedicated mods/ folder.
- yaqxsw releases the *Castle Jaffar* mod.
- David looks into supporting double-sized images with *SDLPoP*; for now in its own branch.

April

- yaqxsw posts dozens of funny PoP comics, possibly inspired by some comics Coco posted in 2015. David, Norbert and doppelgänger follow suit; each post a single comic.

May

- David, Norbert and jalal try to figure out what Jaffar says in PoP2 after the prince enters the palace tower.
- lvcabral releases *Phaser Sprite Sheet Unpacker* 1.0.
- "mYse|f" and Norbert look into emulating PoP1 for Mac on GNU/Linux. In September, Norbert publishes a document with detailed instructions.
- princeomkar releases the *Prince of Persia Guard Revolt* mod.
- emrtss posts a single level of an in-development mod.
- Doktor Headshot, Norbert and David briefly discuss PoP1 guard skills and background music.
- Jaffar24 releases the *Prince of Persia Revisited* mod.
- Norbert releases *savof* 0.9.
- Doktor Headshot and others briefly discuss modding limits.
- princeomkar starts publishing some levels of his in-development mod *PoP Horizon*. ArmFly plays these levels. David and Norbert discuss with princeomkar how to hex edit guard details.
- David, Falcury and others discuss *SDLPoP*'s "dead skeleton" bug.

June

- lvcabral releases (version 0.9 of) his Roku PoP1 port. He releases additional versions, including a "feature complete" version 0.12 in November.
- lvcabral looks into shadow sprites (with Norbert and David).
- spartacus735 publishes a video that explains how to use a custom tile set and use advanced colors with *Pr1SnesLevEd*.
- teterrilla (Tetera) release the *1 Level More* mod.
- Norbert announces he will soon resign as the Princed webmaster, administrator and secretary, and calls for volunteers.

July

- Norbert adds a page to the popot.org website that can be used to search for specific tricks. Also, the "Walkthroughs" page is replaced by a "Comics / Art" section.
- ArmFly plays the *Jaffar Not Forget 2 (The Temple of Terror)* mod, while he and Suave Prince discuss the mod. The mod's thread grows by 8 pages.
- David posts a detailed disassembly of the password-related SNES code.
- David posts about some more obscure things related to PoP1 for Mac.
- Fred posts a single level of an in-development mod.
- Norbert resigns as the Princed webmaster, administrator and secretary.
- David publishes a workaround for a *PR* bug related to guard palettes.
- Grappelli1988 releases the *Dark Shadows* mod.
- 2233(SecondAcc) releases a second demo of his *Prince of Persia Fusion*.
- ArmFly discovers a new trick.
- Norbert releases *snestodosxml* 0.1. In August he releases version 0.2.

August

- __xXDJXx__ attempts to share a mod.
- lvcabral releases his *Prince of Persia Sprites Converter*. Additional versions are released this month.
- yaqxsw publishes two videos, one that explains how to create DOS(Box) screenshots and how to upload a mod, one that explains how to change (dungeon and palace) graphics.
- Brendon releases *RoomShaker* 1.80.
- Norbert publishes a new version of the *Prince of Persia 1 Guard Types* document.
- salvadorc17 releases a DOS version of his *Evolution* mod.
- David provides a hex edit that fixes *CusPop*'s "level 1 music" customization.
- lvcabral publishes a Portuguese-language podcast episode that includes an interview with oitofelix.
- ArmFly releases the *During Sleep 3* mod.
- David releases a utility that can convert Hercules screenshots to something more authentic-looking.
- Sance writes a Hungarian-language article about PoP.
- Norbert posts three LEVELS.DAT files that each have only one level modified; all are short, simple puzzles.
- RaymanForever2007 discusses using a traditional joystick under DOS(Box) with David and Andrew.

September

- David releases a program that extracts sound effects and music from PoP2 for Mac.
- Norbert and David try to find a way to create a HFS containing PoP2 for Mac.
- Aliamondo adds his partial PoP1 remake in Java to GitHub.

October

- David and Norbert find (images of) restaurants named "Prince of Persia". They also post images of PoP end credits that include a mouse.
- *The Goldbergs* sitcom mentions, and shows footage of, *Prince of Persia* (episode 4 of season 4).
- Suave Prince releases the *The Amazing Prince of Persia* mod.

November

- David releases tools that can be used to extract graphics (and some other data) from PoP2 for SNES.
- Norbert releases the *First One* GBC mod.
- Norbert releases *legbop* 0.9.
- Norbert writes about differences between the DOS and GBC ports.
- David posts more examples of broken room links outside PoP.
- David posts an overview of which names various programs use for SNES level environments/types.
- David creates a wiki article about the Sega Genesis and Mega Drive ports. He edits the article some more in November and December.
- Norbert writes about the Mega Drive's freeze and shake potions. David mentions the extra time potions.
- Falcury discovers a new trick.
- Norbert publishes a document that explains how to add extended (*SDLPoP*, *MININIM*) tiles to *apoplexy*.

December

- David creates a wiki article about the Game Boy (Color) format. He edits the article some more in December.
- comradesean looks into the exact release date(s) of PoP2.
- cipriano200 posts a test level.
- Norbert, Falcury and David discuss an *SDLPoP* replay bug. They and oitofelix also discuss the replay format.
- Norbert releases *lemdop* 0.7b.
- Norbert publishes a video that explains how to modify tiles using *lemdop*.
- Talpa (E.V.) releases the *Twisted Ideas* mod.
- Norbert modifies the popot.org website to allow registered users to upload replays.
- Falcury releases version 1.2 of his *Secrets of the Citadel* mod.
- talpa plays *Secrets of the Citadel*, while he and Falcury discuss the mod.
- oitofelix announces that *MININIM* now has a rolling release cycle. Norbert and David do some playtesting of *MININIM*.
- Falcury announces he will volunteer as Princed administrator. He updates the MediaWiki software and fixes its challenge-response authentication in the process.
- lvcabral posts screenshots of his Perler beads pixel art of the *MININIM* logo.

SDLPoP hasn't had a new release for a while. However, as its ChangeLog at GitHub shows,² more than a hundred additions, changes and fixes were made; by Falcury and others.

A new version is likely to arrive soon.

2 <https://github.com/NagyD/SDLPoP/blob/master/doc/ChangeLog.txt>

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Credits

January 2, 2017: Initial version, by Norbert