

# Prince of Persia 1 DAT Differences

*a comparison of 1.0, 1.3 and 1.4*

August 26, 2012

## Contents

Preamble.....	2
License.....	2
1. Differences between 1.0 and 1.3/1.4.....	3
1.1 Graphics.....	3
1.2 Sounds.....	6
1.3 Binaries.....	7
1.4 Midi.....	8
2. Only present in 1.3 and 1.4.....	10
3. Only present in 1.3.....	10
4. Only present in 1.0 and 1.3.....	10
5. Different in all versions.....	10
Credits.....	10

## Preamble

This document describes the differences (according to, among other things, PR v1.2<sup>1</sup> and md5deep<sup>2</sup>) between the DAT files that are being supplied with Prince of Persia 1 versions 1.0, 1.3 and 1.4, as they can be found in Andrew's *The Ultimate Collection* v1.3<sup>3</sup>. Very generally speaking, the main differences between the versions are:

- Versions 1.3 and 1.4 are quite similar and differ from 1.0 in various small ways, including: some minor graphical changes, a more splashy spike sound and a more metallic sword sound.
- Only version 1.3 has MIDI files for the MT-32.
- Version 1.4 does not have files for CGA and EGA graphics cards.

This is only the first version of this document, so there is a lot of room for improvement. In case you find a mistake or have a suggestion, please let us know.<sup>4</sup>

## License

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1 [http://www.popot.org/other\\_useful\\_tools.php?tool=PR](http://www.popot.org/other_useful_tools.php?tool=PR)

2 <http://en.wikipedia.org/wiki/Md5deep>

3 [http://cid-19373c156095469b.office.live.com/self.aspx/PoP%5E\\_TUC/PoP%5E\\_TUC%5E\\_1.3.exe](http://cid-19373c156095469b.office.live.com/self.aspx/PoP%5E_TUC/PoP%5E_TUC%5E_1.3.exe)

4 <http://forum.princ3d.org/viewtopic.php?f=68&t=3174>

# 1. Differences between 1.0 and 1.3/1.4

## 1.1 Graphics

[Skel.dat/skel/res760.bmp](#)



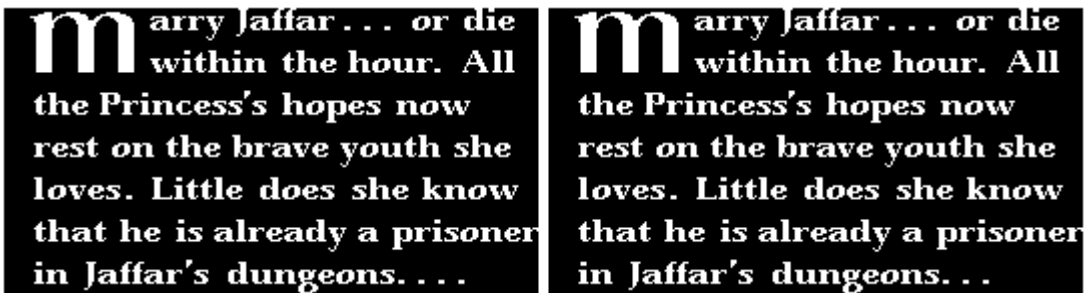
(One pixel removed from the knee pit.)

[Skel.dat/skel/res768.bmp](#)



(One pixel removed from the knee pit.)

[Title.dat/title/texts/marry\\_jaffar.bmp](#)



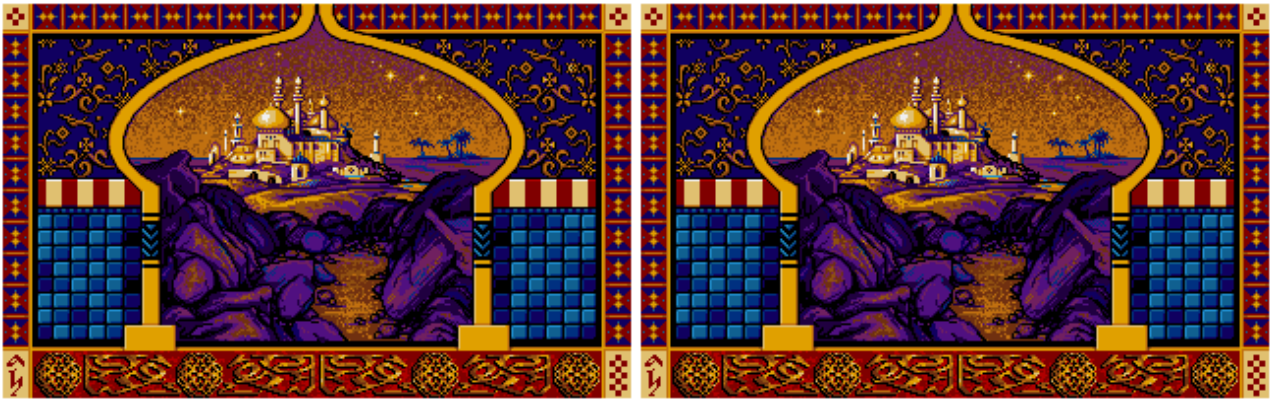
(One period/full stop removed.)

[Title.dat/title/texts/credits.bmp](#)



(Various changes: Leila's last name, Michael Barrett added, different "g", locations of the text, the dimensions of the image itself.)

[Title.dat/title/main titles/main background.bmp](#)



(A shadow was added at the bottom of the red/yellow stripes on the right.)

[Vpalace.dat/vpalace/floor panels/opener base unpressed.bmp](#)



(Darker color on the right side.)

[Vpalace.dat/vpalace/floor panels/closer base unpressed.bmp](#)



(Darker color on the right side.)

[Vpalace.dat/vpalace/floor panels/closer base.bmp](#)



(Darker color on the right side.)

[Vpalace.dat/vpalace/floor panels/normal base.bmp](#)



(Darker color on the right side.)

[Vpalace.dat/vpalace/floor panels/loose base01.bmp](#)



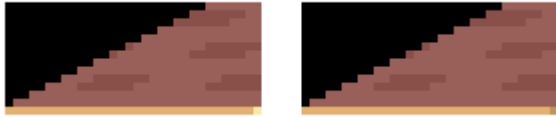
(Darker color on the right side.)

Vpalace.dat/vpalace/floor panels/loose base02.bmp



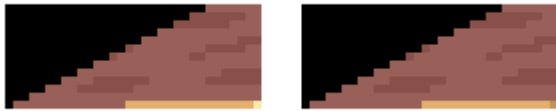
(Darker color on the right side.)

Vpalace.dat/vpalace/floor panels/opener left unpressed.bmp



(One pixel on the lower right is darker.)

Vpalace.dat/vpalace/floor panels/loose left02.bmp



(One pixel on the lower right is darker.)

## 1.2 Sounds

Digisnd2.dat/digisnd2/something spiked.wav

The 1.3/1.4 version sounds more splashy.

Digisnd1.dat/digisnd1/running 2.wav

The 1.3/1.4 version sounds a bit higher.

Digisnd1.dat/digisnd1/sword vs sword.wav

The 1.0 version sounds like a woodblock, the 1.3/1.4 version like metal.

Digisnd2.dat/digisnd2/something chopped.wav

Digisnd2.dat/digisnd2/skel alive.wav

Digisnd2.dat/digisnd2/chopper.wav

Digisnd2.dat/digisnd2/res10051.wav

Digisnd2.dat/digisnd2/spikes.wav

Digisnd2.dat/digisnd2/mirror.wav

Digisnd3.dat/digisnd3/falling.wav

Digisnd3.dat/digisnd3/drinking.wav

Digisnd3.dat/digisnd3/res10014.wav

Digisnd1.dat/digisnd1/door gate closing fast.wav

Digisnd1.dat/digisnd1/tile crashing into the floor.wav *[sic]*

Digisnd1.dat/digisnd1/loosing a life from the enemy.wav *[sic]*

Digisnd1.dat/digisnd1/sword moving.wav

Digisnd1.dat/digisnd1/door gate closing slow 2.wav

Digisnd1.dat/digisnd1/touching a wall.wav

Digisnd1.dat/digisnd1/taking out the sword.wav

Digisnd1.dat/digisnd1/prince crashing into the floor.wav *[sic]*

Digisnd1.dat/digisnd1/drinking potion.wav *[doesn't sound like that]*

Digisnd1.dat/digisnd1/loosing a life falling.wav *[sic]*

Digisnd1.dat/digisnd1/door tile pressed 1.wav

Digisnd1.dat/digisnd1/running 1.wav

Digisnd1.dat/digisnd1/normal falling.wav

Digisnd1.dat/digisnd1/door gate closing slow 1.wav

Digisnd1.dat/digisnd1/tile moving 1.wav

Digisnd1.dat/digisnd1/door gate opening 1.wav

Digisnd1.dat/digisnd1/tile moving 2.wav

Digisnd1.dat/digisnd1/taking a life to the enemy.wav *[sic]*

All of these have been changed, but still sound the same.

### **1.3 Binaries**

Vdungeon.dat/vdungeon/binary/res268.bin

Various bytes differ (13 changed, 2 removed).

Skel.dat/skel/res752.bin

Skel.dat/skel/res751.bin

Skel.dat/skel/res776.bin

Two bytes differ in each of these files.

Prince.dat/prince/binary/midi info 1.bin

A lot of changes. Also, the 1.3/1.4 version is clearly larger.

Digisnd3.dat/digisnd3/res10015.bin

Vpalace.dat/vpalace/binary/res369.bin

Both of these files are almost completely different.

Vpalace.dat/vpalace/binary/res268.bin

Mostly different.

## 1.4 Midi

Midisnd2.dat/midisnd2/winning theme.mid

From 9 tracks to one sequence ("*Epilog.mff*").

Midisnd2.dat/midisnd2/story1.mid

From 8 tracks to one sequence ("*Prolog1b.mff*").

Midisnd2.dat/midisnd2/story2 jaffar and clock appearing.mid [*sic*]

From 8 tracks to one sequence ("*Jaffar.mff*").

Midisnd2.dat/midisnd2/main theme.mid

From 8 tracks to one sequence ("*Prolog1a.mff*").

Midisnd2.dat/midisnd2/story3.mid

From 8 tracks to one sequence ("*Heart.mff*").

Midisnd2.dat/midisnd2/princess waiting 3.mid

From 7 tracks to one sequence ("*Princess.mff*").

Midisnd1.dat/midisnd1/time over.mid

From 9 tracks to one sequence ("*Tragic.mff*").

Midisnd1.dat/midisnd1/time.mid

From 3 tracks to one sequence ("*Timer.mff*").

Midisnd1.dat/midisnd1/princess waiting 1.mid

From 8 tracks to one sequence ("*Heart2.mff*").

Midisnd1.dat/midisnd1/arrived to princess.mid [*sic*]

From 9 tracks to one sequence ("*Embrace.mff*").

Midisnd1.dat/midisnd1/end level with shadow.mid

From 8 tracks to one sequence ("*Shadow.mff*").



Midisnd1.dat/midisnd1/guard death 2.mid

From 10 tracks to one sequence ("*Victory2.mff*").

Midisnd1.dat/midisnd1/potion 2.mid

From 10 tracks to one sequence ("*Potion1.mff*").

Midisnd1.dat/midisnd1/time and presentation.mid

From 5 tracks to one sequence ("*Jaffar3.mff*").

Midisnd1.dat/midisnd1/death 1.mid

From 8 tracks to one sequence ("*Accident.mff*").

Midisnd1.dat/midisnd1/death 2.mid

From 9 tracks to one sequence ("*Heroic.mff*").

Midisnd1.dat/midisnd1/potion 1.mid

From 10 tracks to one sequence ("*Potion2.mff*").

Midisnd1.dat/midisnd1/presentation.mid

From 8 tracks to one sequence ("*Danger.mff*").

Midisnd1.dat/midisnd1/title princess waiting 2.mid

From 8 tracks to one sequence ("*Prince.mff*").

Midisnd1.dat/midisnd1/large presentation.mid

From 8 tracks to one sequence ("*Jaffar2.mff*").

Midisnd1.dat/midisnd1/low weight.mid

From 7 tracks to one sequence ("*Float.mff*").

Midisnd1.dat/midisnd1/guard death 1.mid

From 10 tracks to one sequence ("*Victory1.mff*").

## 2. Only present in 1.3 and 1.4

Prince.dat/unknown/Prince.dat/pcspeaker001.pcs

## 3. Only present in 1.3

Mt32snd1.dat/<everything>

Mt32snd2.dat/<everything>

## 4. Only present in 1.0 and 1.3

Cdungeon.dat/<everything>

Cpalace.dat/<everything>

Edungeon.dat/<everything>

Epalace.dat/<everything>

(In each of these directories, the unknown/unknown.xml file is different between the two versions, but only as far as the folder path goes.)

## 5. Different in all versions

Prince.dat/unknown/unknown.xml

Includes (different) folder information for versions 1.3 and 1.4.

Levels.dat/levels/<everything>

No differences, except for what is being added by PR (Original Filename, Time Created, Time Last Modified).

## Credits

August 26, 2012: Initial version, by Norbert