Native PoP1 Executables and apoplexy

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Preamble

As of version 3.0,[1] apoplexy allows its users to edit and playtest Prince of Persia 1 for DOS levels with native Windows and GNU/Linux executables; that is, without DOSBox emulation. It can invoke one of the modern PoP1 implementations as a drop-in replacement for the original engine. This document lists the three requirements for these implementations, and explains for all known compatible replacements how to use them with apoplexy.

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1   As of the second release candidate of version 3.0.

Requirements

Regular users can skip this chapter. It outlines the three requirements for native PoP1 implementations that want to function as drop-in replacements for the original engine.

1. Executable Filename

The prince/ directory should contain a native Windows or GNU/Linux executable. Its filename should be prince.exe on Windows, and prince on GNU/Linux. The letter case is ignored by apoplexy, and it favors native executables over the legacy MS DOS executable. If, for instance, on case sensitive file systems, the prince/ directory contains both an MS DOS PRINCE.EXE and a PE-headered Windows prince.exe, apoplexy will use the Windows executable. If the executable has a deviating filename, this document will instruct users to rename it for use with apoplexy.

2. Command-Line Compatibility

To allow users to launch specific levels for playtesting, the native executable must accept command-line options in the format [cheat code] [level number]. The default cheat code that apoplexy passes to the executable is megahit. If the native executable expects the improved password, apoplexy can be launched with -i or --improved. Similarly, -c='CODE' or --cheat='CODE' may be used to modify the password that is used when invoking the native executable.

3. Level File(s)

The prince/ directory should contain a LEVELS.DAT file. If present, the native executable should give preference to it (over custom level formats) when loading and showing levels to the user. As an alternative, apoplexy can be launched with -x or --xml to export PoP1 for DOS levels as XML and exit, and then -y or --import to import PoP1 for DOS levels as XML.[2] Each time a level is saved with apoplexy, the application will automatically also export the level as XML. If this alternative is used, the native executable has to load and show levels to the user by accessing apoplexy's xml/ directory.
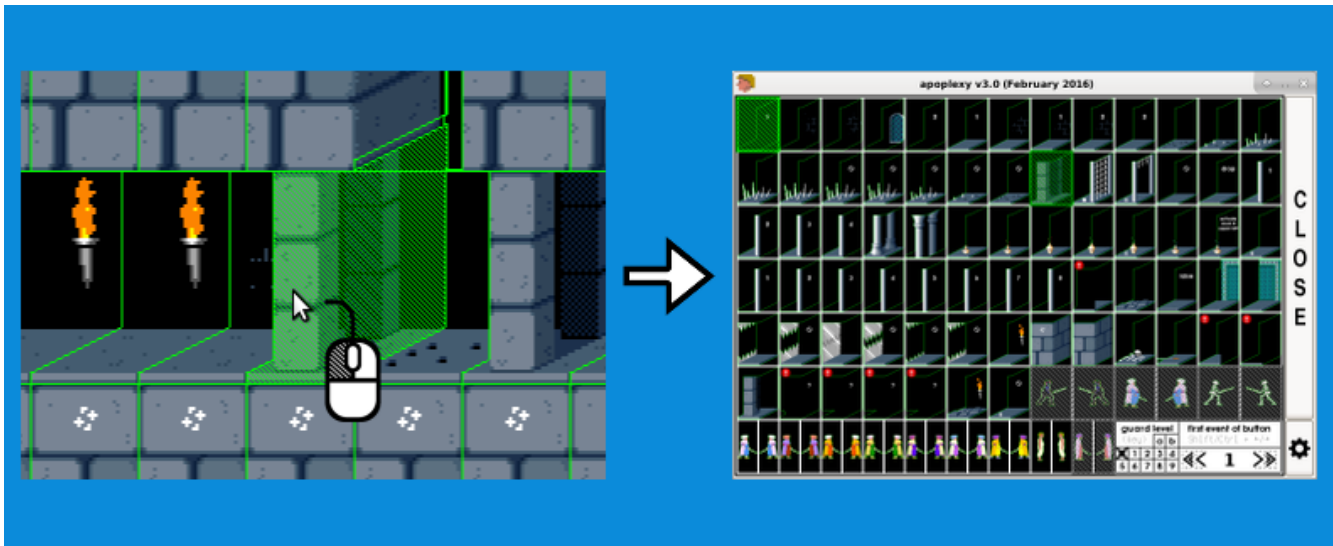
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2   http://www.popot.org/documentation.php?doc=PoP1_XML_Format

SDLPoP

Add SDLPoP's files to the prince/ directory, then (re)start the level editor. It will automatically start using SDLPoP for playtesting.
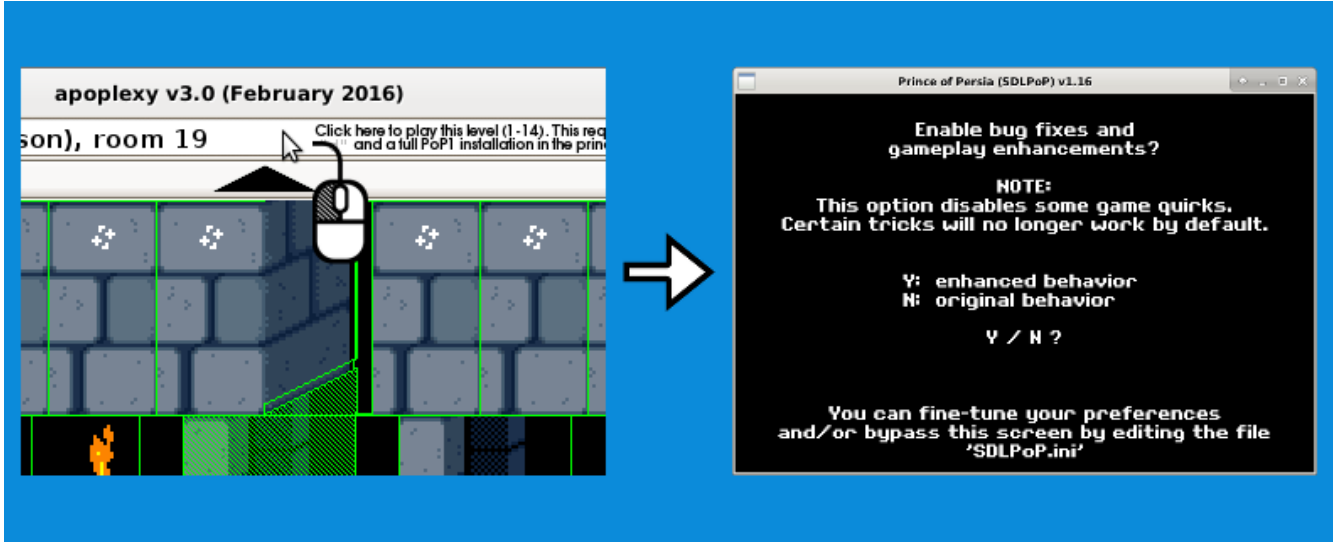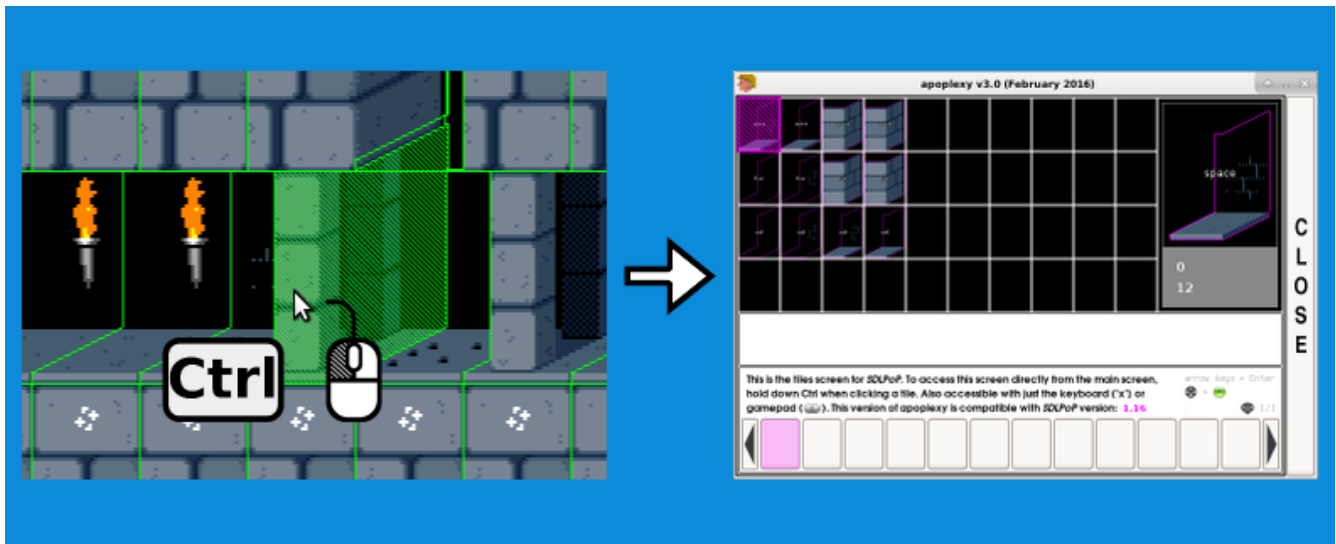

The regular tiles screen remains accessible as usual.

(continued on the next page)

Additionally, the SDLPoP tiles screen is now accessible. Simply hold down the Ctrl key when clicking a tile.


The SDLPoP tiles screen is also accessible with just the keyboard, by pressing "x". And with just the gamepad, by pressing the back button. Or, take a detour via the custom tiles screen, and use the SDLPoP button.

The aforementioned SDLPoP button lists which SDLPoP executables were detected by apoplexy. The SDLPoP tiles screen itself mentions the SDLPoP version that is compatible with the apoplexy version in use. For example, apoplexy 3.0 tells its users that it is compatible with SDLPoP 1.16.
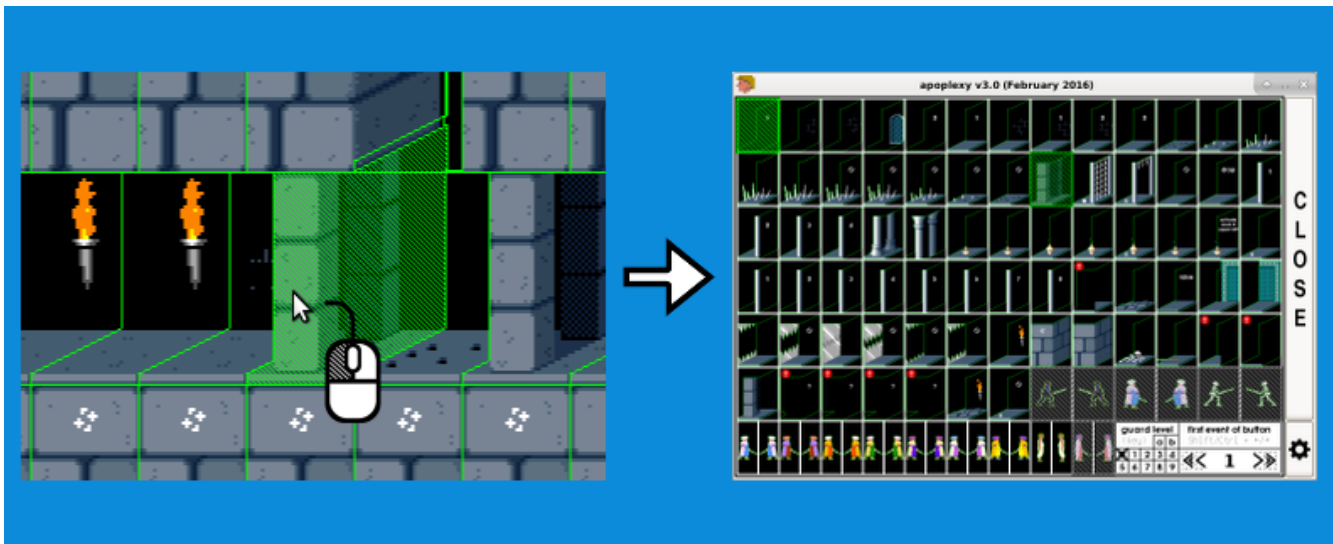
Important: If you want to modify SDLPoP's resources, such as its in-game images in the data/ directory, remove applicable DOS .DAT files. (But *never* LEVELS.DAT.)

MININIM

Add MININIM's files to the prince/ directory. Make sure the directory also contains the LEVELS.DAT file. Then, on Windows, rename mininim.exe to prince.exe, and on GNU/Linux, rename mininim to prince. Next, (re)start the level editor. It will automatically start using MININIM for playtesting.
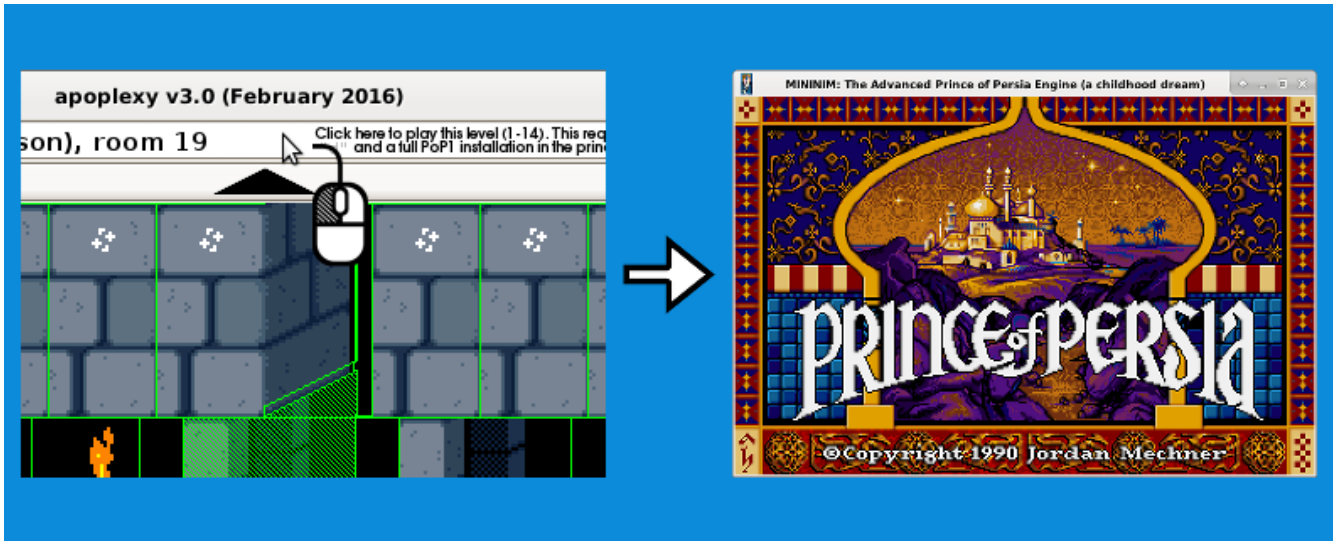
The tiles screen remains accessible as usual.

Questions?

The Princed forum has boards for discussions about software:
- apoplexy: http://forum.princed.org/viewforum.php?f=112
- SDLPoP: http://forum.princed.org/viewforum.php?f=126
- MININIM: http://forum.princed.org/viewforum.php?f=127