

PoP Modding Community 2014 Highlights

David, thanks for SDLPoP!

January 4, 2015

January

- Norbert publishes the *PoP Modding Community 2013 Highlights* document.
- From the beginning of this month until the end of the year, many walkthrough videos are being published. Primarily by Khushal64n6, yaqsw and Suave Prince. (But also by others, including Norbert, zethholyblade, spartacus735, Moscow Tracer, et cetera.)
- Norbert releases the *Micro Palace* mod.
- David and Andrew discuss strange/buggy behavior by the prince in PoP1 as a result of sound drivers/settings.
- David gives hex editing solutions for changing the delay before loose tiles fall, and for allowing the prince to climb up on any loose tile.
- Andrew compares PoP2 setup program versions.
- [and February] Andrew and David discuss various, mostly audio related, parameters of PoP1 and PoP2, and the effects those have on the games.
- David posts an improved disassembly of PoP1 1.0, and posts disassemblies of PoP1 1.4 and PoP2 IR.
- Norbert writes about a letter he sent to Jordan Mechner (via e-mails and regular mail), and that he is considering quitting *apoplexy* development.
- We discover the existence of *NESPrincEd*, that was created by ALXR in 2013, and is still being improved in 2014.
- David gives a hex editing solution to change the text colors of the PoP1 for SNES menu.
- David releases a new *Pr1SnesLevEd* version.

February

- Norbert releases a new *apoplexy* version.
- David and Norbert discuss a resampling issue with *apoplexy* on Windows, and David comes up with a workaround.
- realXCV posts (almost) all PoP2 for Mac sprites. In May he would publish those sprites combined into level maps.

March

- ikazrima writes he is working on *PoP Unity*.
- shadowface_gaming releases the *PoP and the Temple of Bird Creatures* mod.

- ArmFly releases the *Prince of Persia During Sleep* mod.
- David explains how two *apoplexy* bugs can be fixed.

April

- Jordan Mechner marries (former) video game designer and writer Whitney Hills.
- Various new tricks have been discovered this year, starting this month. Mostly by yaqxsw. Also by Khushal64n6 and some others.
- ArmFly and yaqxsw release the *Definition Of The Time* mod.
- David gives hex editing solutions for preventing the running start in level 13 and for moving it to another level. In May, Kaslghnoon supplements the solution with a hex string for version 1.3.
- musa releases a new *DIGIPLAY* version.
- 2233 releases the *SmallDungMod* mod, both for DOS and for SNES.
- Norbert runs into and explains issues with PR's WAV exporting. In the following months, David looks into this and eventually submits a bug fix for SDL.
- yaqxsw releases the *Trick of Tiles* mod.
- robert releases the *The Vizier's Kingdom*, *The Castle of Dreams* and *The Brave Prince* mods, that he partially worked on in 2013.
- ArmFly releases the *New Mini Tricks* mod.

May

- spartacus735 publishes a *Walls and slabs* video, that shows him modifying PoP1 for SNES with *Pr1SnesLevEd*.
- Kaslghnoon explains how to change the prince palettes of PoP1 for SNES.
- David gives hex editing solutions for changing the level where Jaffar's death stops the time in PoP1 1.3.
- ArmFly releases the *During Sleep 2 (Miracles)* mod.

June

- Norbert releases a new *apoplexy* version.
- David wonders how to enable PoP1 for Amiga cheats. Norbert searches the web for information, to no avail. David then disassembles the game and finds out how to enable the cheats.
- realXCV releases *POP2Screen*.
- David posts about two HTML5 PoP1 remakes he found.
- Norbert publishes the *Prince of Persia 2 DAT Differences* document. David gives various additions (in June, December). Also some by realXCV (June).
- [and July, August] GabrielJohn, David and salvadorc17, and later ecco and David, discuss glitches related to *Pr1SnesLevEd*.

- David posts an updated disassembly of PoP2 IR.
- [and in August] Norbert and David discuss a door byte issue with *apoplexy*.
- From now until the end of the year, salvadorc17, Norbert, David and polipo talk about polipo's *PoP.NET*. How to compile and run it under Linux, the speed of the application, how to modify/customize it, and so on.
- David gives a hex editing solution to make SNES guards behave like (regular and brown) skeletons.
- Norbert publishes the *Prince of Persia 2 Special Events* document.

July

- Norbert releases new *apoplexy* versions (2x).
- ArmFly releases the *During Sleep 2 (Remix)* mod.
- realXCV and David talk about static PoP2 guards.
- Norbert updates the MediaWiki software at princd.org, and creates some new wiki pages (e.g. "Broken room link", "Chomper v. chopper").
- Norbert releases an updated version of the *Prince of Persia 2 Special Events* document, after lots of feedback from David and realXCV.
- David announces he's working on (what would become) *SDLPoP*.
- jalal updates parts of popuw.com.
- David explains how to run the TurboGrafx-16/PC Engine version of PoP.
- TheRessen and David discuss potential issues with *PR*.
- David releases *SDLPoP*, and a new version of it.
- Norbert publishes the *Prince of Persia 1 XML Format* document, and an updated version of it after feedback by polipo and David.
- yaqxsw releases the *Trick of Chomper* mod.

August

- Norbert releases new *apoplexy* versions (2x).
- salvadorc17 writes about a PoP2 in XNA game idea.
- samucs publishes a *Lego Stop Motion PoP* video.
- David releases new *SDLPoP* versions (6x).
- Norbert publishes an updated version of the *Prince of Persia 1 XML Format* document, after feedback by polipo.
- David and salvadorc17 discuss trick differences between SNES and DOS.
- David gives hex editing solutions for changing the palace wall stripes' color, and for displaying (the demo) text instead of cutscenes.
- ecco releases the *New SNES mod* mod.
- Norbert adds an e-mail service to popot.org, that allows registered users to subscribe to mods in order to receive e-mails when new comments about mods are being posted.
- David posts an updated disassembly of PoP1 1.0 that includes hex codes.
- David posts a disassembly of PoP1 for the X68000.

- David writes about some, at that time undocumented, PoP1 special events.

September

- David explains how to use PoP1 for Apple II cheats.
- zethholyblade releases the *ZethHolyblade's [Hardcore] PoP2* mod.
- David writes about the "prince row" of PoP2's dynamic guards.
- David posts about PoP2's custom rooms.
- Norbert releases new *apoplexy* versions (2x).
- David explains how to make skeletons unkillable no matter which level they are on.
- polipo releases a new *PoP.NET* version.
- David releases new *SDLPoP* versions (2x).
- Norbert publishes all PoP1 music as MP3s, FLACs and OGGs.
- David redistributes KingOfPersia's *Repetition of Time* trailer, and republishes some old, unofficial PoP1 fan games created by various people.
- salvadorc17 mentions he's working on a PoP2 XNA/C# editor; he, polipo, realXCV and others then discuss related things.
- David posts a package with mods not yet on popot.org. The next month, David, Norbert and yaqxsw try various of those mods' levels. Also, Kaslghnoon posts his intended solutions for a level of one of those mods.

October

- Prince of Persia has its 25 year anniversary.
- polipo announces he's starting the *Prince Of Non* project.
- David releases new *SDLPoP* versions (2x).
- David writes about a bug related to the shadow in level 12a, where the shadow becomes invisible/misaligned, and he also shows how to kill Jaffar with one stab.
- yaqxsw releases the *Trick of Through* mod.
- [and November] xhul and David discuss permanent death possibilities, and David gives several related hex editing solutions.
- polipo and David discuss how exactly the kid moves (internal sequence).

November

- Norbert and David look into what POPCHT.DAT is. Probably from a (still unknown) cheater program.
- salvadorc17 releases the full/final version of the *Training Lessons* mod.
- xhul releases the *King of Persia* mod.
- Norbert upgrades the phpBB forum software of princed.org from 3.0.x to 3.1.x.
- David and xhul look into when exactly the prince accidentally steps into chompers even when using small steps.

- Norbert writes that version 2.6b of *apoplexy* is the (his) final release.
- Princechex releases the *The Prince Mystery Dungeon* mod.
- Norbert and David look into differences between the various EXE versions of PoP1.
- musa releases a new *DIGIPLAY* version.
- David releases a new *CusPop* version.
- David explains how to use PoP1 for SNES cheats.

December

- David releases a new *PR* version.
- musa posts about PoP2 bugs.
- David releases a new *SDLPoP* version.

License

Copyright © 2015 Prince of Persia modding community

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts.

Credits

January 4, 2015: Five minor improvements, by Norbert

January 2, 2015: Initial version, by Norbert