

PoP Modding Community 2015 Highlights

January 9, 2016

In 2015, Falcury, David and others have been tinkering with *SDLPoP* so much that it was hard to keep track of all changes. The *SDLPoP* forum thread also grew by more than fifteen pages,¹ with contributions by Falcury, David, Norbert, kees, segra(x), Eugene, Andrew and various other people.

This document mentions only the new (non-beta) releases of *SDLPoP*.

Also, throughout 2015, Suave Prince created literally hundreds of walkthrough videos of various mods. Other players, such as Khushal64n6 and yaqsw, also created walkthrough videos.

January

- Norbert publishes the *PoP Modding Community 2014 Highlights* document.
- David mentions another PoP1 for the BK-0011M port. (Once created by Pogoreltsev Vitaliy, it seems.)
- Norbert (and spartacus735) gives suggestions for *Pr1SnesLevEd*. Again in July. He and David discuss ways to improve the application.
- Suave Prince releases the *Jaffar Not Forget* mod.

February

- tez shares 5¼- and 3½-inch disk images of PoP1.
- jjur and David discuss special events (such as checkpoints) and overflow errors.
- jjur releases the *Lost in Errors* mod.
- David releases *SDLPoP* versions 1.13 and 1.14.
- ultrabolido starts *PrinceJS* development. He would later release demos of his work.
- Norbert changes the functionality of the Princed forum's shoutbox.
- Suave Prince releases the *The Resurrection Of Jaffar And The Revolt Of The Guards* mod.

March

- David explains how to hex edit PRINCE.EXE to add a new guard DAT file.
- David posts an overview of copy protection codes of many PoP1 versions.
- liquidmetalrob posts a (LEGO Digital Designer) prince running animation.

April

- Zaknafein and David discuss how to check for broken room links, using *4D Prince of*

¹ Starting here: <http://forum.princed.org/viewtopic.php?p=16009#p16009>

Persia as an example. David releases a Python program that uses PLV input to either make a level map or notify the user the level has broken room links.

- yaqxsw creates an *apoplexy* tutorial video. He releases several more in August.
- Tolle releases the *Story Retold* mod.
- David explains how to disable certain keyboard keys in the whole game, and how to do the same if a specific condition is true.
- A handful of new tricks have been discovered and explained this year, by yaqxsw and Suave Prince.
- musa releases *PrinHackEd 2.0*.
- doppelgänger releases the *Hell of a Palace* mod.
- David posts a fix for situations where the PoP1 prince is holding his sword and is hit by a loose tile.

May

- David explains what hex edit can change hurting potions to opener potions in all levels, and how to do the same for just level 15.
- robert releases the *The Tricky Tower* mod.
- David and Andrew discuss JZ and JE differences.
- Suave Prince releases the *The Princess is Mine* mod.
- musa releases *PrinHackEd* version 2.1.
- robert and David discuss how to make the dead purple guard unkillable, how to change the sound effect of a guard being hurt, and how to change battle music.
- David explains how to move Jaffar's wait-then-raise-sword event to another level.
- Norbert upgrades the Princed forum software from version 3.1.1 to 3.1.4.
- KJ releases the *SNES Remnants* and *SNES Level 15* mods.

June

- David releases a new *Pr1SnesLevEd* version.
- KJ posts a package with PoP1 for DOS guard sprites.
- Ipank7000 releases the *Ipank's Levels* mod.
- robert releases the *The Castle of War* mod.
- Suave Prince releases the *Jaffar Is The King* mod.
- goldeng2015 mentions his PoP dubbed videos.

July

- Norbert and David discuss compiling *Pr1SnesLevEd* (using Wine).
- David releases a disassembly of PoP1 for SNES.
- David explains how to trigger SNES events by guard instead of his type.
- salvadorc17 releases the *Battle Royale* mod.

August

- Falcury releases the *Secrets of the Citadel* mod.
- David releases *SDLPoP* version 1.15.
- Norbert adds sorting options to the mods overview at popot.org.
- Norbert releases new versions of the *Prince of Persia 1 Guard Types* and *Prince of Persia 1 Special Events* documents.
- zethholyblade releases the *PoP2 Tricknasium* and *PoP2 Parkour* mods.
- yaqxsw releases the *Impossible!* mod.
- Norbert releases *apoplexy* version 2.7.
- Kaslghnoon and spartacus735 discuss hacking the SNES ROM.
- spartacus735 releases the *The Lost Bottle (Chapter 1)* mod.
- spartacus735 posts a tutorial video about changing SNES colors with *Pr1SneslevEd*.

September

- salvadorc17 and David (and Kaslghnoon) discuss using Game Genie cheat codes with PoP1 for SNES.
- David mentions Mechner's Apple II *DRAZ* drawing program, and explains how to use it.
- Suave Prince posts a PoP1 for DOS speedrun. Probably a new world record.
- Suave Prince releases the *Jaffar Not Forget 2 (The Temple of Terror)* mod.
- Norbert publishes a *Prince of Persia 1 for SNES Regional Differences* document.
- Norbert releases a teaser trailer for *apoplexy* version 3.0.
- David explains how to hex edit the PoP1 for DOS chomper to take just one hit point.
- salvadorc17 releases a demo version of his (MonoGame) level editor.

October

- elmaton, Norbert and David discuss how to change the palette of the shadow.
- NES gets its own sub-board on the Princed forum.
- salvadorc17 releases another demo version of his (MonoGame) level editor.
- jeminacek releases the *Princess of Persia* mod.

November

- elmaton releases the *The Evil Twin* mod.
- elmaton posts a package that allows for easy editing of the princess room graphics.
- David creates several draft documents about PoP1 for SNES special events. David and Norbert discuss the documents. Norbert creates screenshots to accompany the

document's text.

- David releases an updated version of the PoP1 for SNES disassembly.
- David and Norbert discuss PoP1 for SNES guard skills.
- Suave Prince releases the *The Deserts of Persia* mod.
- David explains how to use PoP1 for SNES cheats.
- 2233 releases a first demo of his (Clickteam Fusion) PoP1 remake.
- David publishes a spreadsheet about PoP1 for SNES background animations.

December

- Andrew and David discuss PoP2 cracks and codes.
- Norbert publishes an updated *Prince of Persia 1 Copy Protection* document.
- David explains the Ctrl+r exploit for PoP1 version 1.0.
- David explains how to allow the SNES prince to jump through all mirrors.
- Norbert and Andrew discuss PoP1 version 1.1, and why mod authors (should, could, do) pick certain PoP versions.
- Andrew and David discuss the gblast command-line option, and why it crashes PoP1 version 1.3.
- Andrew and Norbert discuss backups and copies of websites, forums and software.
- Andrew looks into how the PoP1 for DOS copy protection message can tell the player to drink a specific potion.
- Norbert releases *apoplexy* version 3.0 RC1.
- Norbert releases an instructional video for *apoplexy* that goes into SNES support.
- David lists PRINCE.EXE differences between versions 1.0, 1.3 and 1.4. Andrew and David discuss some of the findings.
- David, Andrew, Norbert and musa discuss MIDI sounds, LCD messages, and how to use the Roland MT-32 mode in general.
- ikazrima releases *PoP Unity* version 0.1.
- The community's Facebook page hits 100 likes.
- Andrew polishes the Princed favicon to make it look better.
- David posts an updated disassembly of PoP2 IR.
- Suave Prince posts a video that explains how to use *apoplexy* to practice and beat hard levels.
- David mentions two PoP1 remakes on GitHub, one by deckard93 and one by oitofelix.
- David posts updated disassemblies of PoP1 versions 1.0, 1.3, and 1.4.
- Norbert releases *apoplexy* version 3.0 RC2.
- Kaslghnoon explains how to hex edit PoP1 for SNES to make it start in a predetermined level.
- David writes about curious things on PoP1 box covers.
- ALXR releases *NESPrincEd* version 1.2.2.
- David and Norbert release a *Prince of Persia 1 for SNES Special Events* document.
- Norbert and David release *CusAsm* versions 2.2 and 2.2.1, fixing the live *CusAsm* web page at princed.org in the process.

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Credits

January 9, 2016: Initial version, by Norbert