

# PoP Modding Community 2017 Highlights

(See also [2016](#), [2015](#), [2014](#), [2013](#) and [2012](#).)

January 7, 2018

*In 2017, YURA (Юрий Иванов) and ramco yğ created lots and lots of walkthrough videos. Walkthrough videos and replays were also created by Aram Sev., NITM-T, KJ, ArmFly, Norbert, SuavePrince, Falcury, loverboyritesh, talpa, elveskz and others.*

## January

- Falcury updates the phpBB forum software twice, plus several times this year (2017) updates/fixes elements of the website and forum.
- Norbert publishes the *PoP Modding Community 2016 Highlights* document.
- Norbert creates the "Legacy combos" Princed Wiki page.
- oitofelix publishes a MININIM playthrough of PoP1, discusses MININIM's new replay functionality. He, David and Norbert discuss the program.
- Norbert and oitofelix discuss the upcoming replay functionality at PoPOT.
- Nick2017 and oitofelix (and Norbert) discuss the MININIM source code and usage.
- Gamepad rumble implemented for SDLPoP by Falcury, and for MININIM by oitofelix.
- lvcabral publishes a video about beads pixel art of the hanging prince. Around February 1st, oitofelix receives lvcabral's beads pixel art of the MININIM logo and puts it above his computer desk.
- Several people (David, Norbert, talpa, salvadorc17, AigleFin) play/discuss *Secrets of the Citadel*. In February, Falcury releases version 1.2.1 of the mod.
- Falcury and Norbert discuss (SDLPoP) program icon ideas.
- Norbert adds functionality to PoPOT to upload/share SDLPoP and MININIM replay files.
- salvadorc17 announces he's working on a *Prince XmlSnes Converter*.
- Norbert and oitofelix discuss SDLPoP/MININIM command-line options.
- David, Falcury and Norbert discuss SDLPoP code. Falcury creates an SDLPoP macOS bundle.
- oitofelix releases MININIM 201701122309.
- PretzelGalaxian and others discuss editing multiple PoP images at once.
- elveskz releases the *Sunshine Remix* mod, plus its trailer.
- Norbert publishes a walkthrough image of level 1 of *Arabian Nightmares*.
- salvadorc17, Norbert and David discuss PoP1 DAT files and offsets.
- KJ releases MIDI music for PoP1.3.
- This month and throughout the year (2017), Coco and RaymanForever2007 discuss playing PoP3D on modern Windows and with Wine.
- Falcury and YURA give feedback about *Twisted Ideas*.
- David gives hex edits required to make changes related to SNES hit point indicators.

## February

- PretzelGalaxian and Norbert discuss various programs, including gpl2jascpal.
- David releases SDLPoP 1.17, which includes improvements created by various people.<sup>1</sup> In January, several people had given feedback about the release candidate.
- oitofelix posts many videos about MININIM's work-in-progress fellow shadow feature.
- KJ releases the *Battle Hardened: Nazaam's Revolt* mod, plus its trailer.
- Norbert changes PoPOT to keep track of which 'DOS' mods use SDLPoP or MININIM.
- David explains how to modify which level/room triggers the level 3 checkpoint.
- David explains how the SDLPoP fonts work and are loaded.
- Peter Putnik releases an audio-enhanced version of PoP1 for Atari STE. Updated in April.
- NITM-T releases the *The Two Princesses* mod.
- Norbert releases poplaun 0.1. David explains how to create a Windows port. He and Falcury give feedback.
- Now and throughout the year (2017), Norbert publishes a total of nine multiple choice PoP1 for DOS quiz images.

## March

- Falcury explains how movement/coordinates work in SDLPoP.
- Norbert adds a [spoiler] BBCode option to PoPOT.
- starwindz releases PoP1 Total Pack 3.01.
- starwindz discusses the Total Pack future with Norbert, KJ, malvivio, David and salvadorc17. Later, some of these people discuss a https issue related to PoPOT and Total Pack.
- Norbert publishes the *Adding SDLPoP Support to Your DOS Mod* document.
- Nick2017 and David discuss compiling SDLPoP on Windows 7.
- Giorgos and oitofelix (and Norbert) discuss compiling MININIM.
- Norbert releases the code of popot.org 1.0.
- lvcabral answers starwindz' questions about using PoPSpritesConverter.
- endriuw and Norbert (and David) look into using Mechner's *Karateka* character in PoP1 for DOS.
- David, Norbert, oitofelix and lvcabral discuss the seemingly sudden interest in remaking PoP1.
- starwindz talks about his idea of developing a random level generator.

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<sup>1</sup> <https://github.com/NagyD/SDLPoP/blob/master/doc/ChangeLog.txt>

## April

- KJ publishes the *Guardians of Persia* video, a mash-up of PoP and the third trailer for *Guardians of the Galaxy Vol. 2*.
- Norbert releases leapop 0.8. David gives feedback. Mechner and several gaming websites mention the release.
- SuavePrince releases the *Jaffar Never Dies* mod.
- Damian0 releases the *Damian0's Levels* mod.
- starwindz releases PoP1 Total Pack 3.5.
- starwindz publishes code and images related to his in-development *Infinite Adventure*.
- Norbert suggests lighting effects in SDLPoP. David implements this.
- princeomkar publishes videos about PoP1 fighting styles.
- salvadorc17 releases POPSnesDev 1.0. Several other versions and a how-to video follow this year (2017).
- David (and Falcury, Norbert) mentions anagrams of "*Prince of Persia*".
- Norbert explains SNES tiles (in apoplexy).
- Norbert publishes images that show all unused PoP1 for DOS rooms.
- starwindz and Norbert discuss Pr12Conv.
- Norbert and David discuss EU/US SNES ROM differences.
- Aram Sev. creates a video that combines PoP1 with real life actions.
- David explains how/where PoP1 for DOS merges the lattice and tapestry.
- Norbert releases drawmap 0.4. David creates the Windows version.
- Damian0 releases the *Alternate Levels* mod.
- Doktor Headshot creates a fix for PoP1's dead fat guard.
- Falcury creates an 'editor build' of SDLPoP.
- Damian0 releases the *Army of Clones* mod.
- David creates an SDLPoP branch with a screenshot feature.
- mapsynth and David discuss PR. Later, Shwartz99 and Norbert/David also discuss the program.

## May

- Aram Sev. releases the *The Prince in the Labyrinth* mod.
- PoP1 for DOS has been played more than 1 million times on the Internet Archive.
- Aram Sev. releases the *Original Complex Version* mod.
- David and Norbert discuss the legality of distributing the Roland MT-32 ROM.

## June

- Aram Sev. releases the *The Prince in the Illusion* mod.
- Aram Sev. releases a second mod called *Flying Prince*.
- Aram Sev. releases the *Little Time* mod.
- KJ publishes the *The Last Shadow and the Flame* video, a mash-up of PoP and the *Star Wars: The Last Jedi* trailer.
- Gutxi Hartz creates a chart image that documents MININIM's level editor functionality.
- hellgenocid publishes a new custom KID.DAT.

## July

- Norbert creates an experimental settings window for SDLPoP. David and Falcury give feedback. Falcury later creates a settings overlay for SDLPoP.
- David creates an overview of KID.DAT corrections to an overview that Norbert added to PoPOT earlier this month.
- Norbert completely restyles PoPOT and adds a basic RSS feed to it.
- David adds PR to his GitHub, and updates PR this and the next two months, mostly with fixes, some of which were suggested by Norbert.
- David explains Sega Genesis/Mega Drive cheats and looks at a related disassembly.
- David mentions places where the prince can get stuck in PoP1 for DOS; where neither dying nor progressing is possible. He, Norbert and Falcury discuss other places where the prince cannot progress.
- ArmFly, Norbert and yaqxsw discuss *Untitled 0000014*.
- David shows how a PoP1 for DOS overflow can make dying guards disappear through a wall edge.
- Falcury experiments with removing SDL\_image and SDL\_mixer from SDLPoP. David gives some feedback.
- salvadorc17 releases PrinceConverter. David gives some feedback.

## August

- Norbert improves the mail service of PoPOT, and implements custom header images on mod pages. The next month, a Chomper Dance page is also added.
- Damian0 releases the *Great Castle* mod.
- R3 and Norbert discuss the graphics of *The Castle of Dreams*.
- spartacus735 posts a video about using walls and slabs in Pr1SnesLevEd.
- Aram Sev. releases the *The Prince in the Illusion 2* mod.
- David explains how to hex edit PoP1 for DOS to make guard swords invisible.
- David explains the ROM hacks of *The Quiet Levels*.

## September

- oitofelix publishes a MININIM video "Menu and Replays".
- David, Falcury and Norbert discuss the impact of SDL versions 2.0.6 and 2.0.7 on SDLPoP.
- oitofelix publishes a MININIM video "Lua and Video Modes".
- NITM-T releases the *Shadow's Story* mod, plus its trailer.
- castpixel creates some PoP1/2 pixel art images.
- Damian0 releases the *Super Adventure* mod.
- Falcury experiments with adding a menu bar to SDLPoP. Norbert gives some feedback.
- Norbert releases the *Ghost of Persia* trailer.
- Norbert releases poplaun 0.2.

## October

- KJ publishes an SDLPoP package with custom music.
- Norbert, David and Falcury discuss forum spam.
- Guiguins posts some PoP1 for SNES training levels.
- Norbert brings up *Runen*, a PoP-like game. He and David play and document the game. The next month, David creates and publishes level maps.
- kieranhj mentions his efforts to port PoP1 for Apple II to the BBC Master. David gives feedback.
- David plays *Zorro*, a game similar to PoP1, and creates and publishes level maps.
- David explains how to edit PoP1 for SNES guard voices in a specific way.
- David (and Norbert) discuss the, probably fake, game *The Eternal Castle*.
- David ponders modifying Pr1SnesLevEd to move away from C++Builder.

## November

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## December

- rockyone re-publishes his saved game editor of PoP1 for Atari ST. David looks at related PRINCE.SAV offsets.
- Bitplex publishes a video of PoP1 for DOS re-imagined in (non-playable) 3D.
- Mechner guesses that level 8 of PoP1 for Apple II is called "329" because it was made on March 29th.
- Norbert releases the (unfinished) *Ghost of Persia* mod. Also posted are hex edits to add instadeath if the prince hits anyone (by David) and to change the color of palace wall marks (by Norbert).
- juliano\_did releases the *Sword of Gold* mod, plus its trailer.
- David explains how to create NES passwords.
- Norbert releases the code of popot.org 2.0.
- Norbert releases gpl2jascpal 0.2.
- KJ publishes the *Avengers Infinity War-PoP Trailer* video, a mash-up of PoP and the *Avengers: Infinity War* trailer.

## License

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## Credits

January 7, 2018: Initial version, by Norbert