

PoP Modding Community 2018 Highlights

(See also [2017](#), [2016](#), [2015](#), [2014](#), [2013](#) and [2012](#).)

January 5, 2019

This year, the main SDLPoP thread grew by several pages. The thread about PoP1 for DOS tricks grew by 8 pages: Aram and others (NITM-T, YURA, Norbert, Falcury) discovered 21 new tricks. The thread about PoP videos and images grew by 10+ pages, with, among other things, comedy videos (e.g. about the Hard Jump) and a drawing by Aram. YURA and others (Aram, ArmFly, SuavePrince) played mods. We also noticed that some mods have been added to Google Play, with ads and in-app purchases, by people outside the community.

January

- Norbert publishes the *PoP Modding Community 2017 Highlights* document.
- Norbert posts about his (eventually failed) attempts to compile the latest MININIM.
- This month and the next two, Falcury, Norbert and David discuss how to prevent forum spam.
- Falcury works on a pause menu for SDLPoP. He, David, Norbert and YURA discuss his work.
- YURA, Aram and SuavePrince play/discuss the 2017 mod *Jaffar Never Dies*.
- David and NITM-T (and Norbert) discuss SNES glitches using the Select Trick (and about gate sounds).

February

- David shares a release candidate for SDLPoP 1.18. Falcury shares a modification that fixes a scaling bug. Falcury and David discuss it.
- Aram publishes the *Mysterious Castle* mod. He and YURA (and SuavePrince, Norbert) discuss it.
- Aram posts videos about his playing experiments with PoP1 for DOS.
- Norbert releases apoplexy 3.1 and 3.2, and adds the program to GitHub.
- Aram posts how-to videos about apoplexy.
- Norbert and Falcury discuss adding a playtesting pop-up (for SDLPoP, MININIM) to apoplexy.
- Norbert adds the guard skills to CusPop, Falcury updates CusPop on Princed, and Falcury and David briefly discuss princehack.xml.
- kieranhj posts updates about his BBC Master port. Norbert and David provide feedback.
- Norbert publishes the new apoplexy logo (various versions, intro video), and moves the apoplexy website to apoplexy.org.

- Falcury looks into adding MIDI support to SDLPoP, and discusses this with David.
- KJ, Falcury and David discuss an SDLPoP ending screen problem.
- Norbert explains how to change the chomper delay. David posts related test results.

March

- KJ publishes his second custom music pack for SDLPoP.
- KJ posts various SDLPoP character sprites.
- NITM-T publishes alternative/updated versions of his *The Kingdom of the Dead*, *The Two Princesses*, *Shadow's Story*, and *Time Only Knows*.
- David and Falcury discuss a Princed forum search bug.
- Falcury investigates the cause of the well-known overflow bug.
- Norbert creates many more overviews on popot.org of custom DAT file graphics. Mid May, David gives feedback regarding VDUNGEON.DAT or VPALACE.DAT.
- Aram and Norbert discuss how to modify PoP graphics.
- Falcury posts a modified diffpop that can export raw offsets.
- Norbert suggests creating sprite sheets for SDLPOP. Late December, he would create one for VDUNGEON.DAT, and then concluded sprite sheets aren't very useful.
- David releases SDLPoP 1.18 and 1.18.1.
- Pilgrim publishes the *To Victory* mod.
- prince777 and Norbert (and Aram) discuss using gpl2jascpal.
- David writes about various manuals (e.g. German, Japanese).
- David explains in detail how to see the Apple II Easter eggs. On April 1st, Norbert publishes a on-topic document based on David's findings.
- SuavePrince posts about how to jump through guards.
- kieranhj releases his PoP for BBC Master port.
- David, Norbert and Falcury discuss making SDLPoP texts translatable.
- Aram publishes the *The Prince of Persia in the Pyramid* mod.
- Aram, YURA (and yaqxsw, prince777) discuss/play *The Prince of Persia in the Pyramid*.

April

- Norbert releases leapop 0.9b, which adds support for the BBC Master port.
- spartacus735 posts a video of how to mod with Pr1SnesLevEd.
- elveskz publishes an updated version of his 2017 *Sunshine Remix* mod.
- popey posts about a snap (Snappy) version of SDLPoP.
- Shauing discusses SNES topics (e.g. guards) with NITM-T and David.
- Aram publishes some experimental playing videos about/with MININIM.
- Norbert and David briefly discuss how to best show broken room links (rooms) on SDLPoP maps.

- TASVideosChannel publishes a tool-assisted speedrun of the SNES demo levels.
- Aram posts various mod ideas.
- Norbert releases apoplexy 3.3.
- Falcury restores an old version of the Princed wiki to remove spam. Account creation is then disabled. He also fixes wiki templates. David improves the "SNES format" wiki page.
- Falcury releases a macOS version (.dmg file) of SDLPoP.
- Norbert and David discuss a new, unique, auto-revive trick found by Aram.
- Falcury posts about extracting PoP1/2 Macintosh resources. He and David discuss this. Both post code.
- The SNES ROM hacking thread grows more than 6 pages. Shauing asks many questions. David provides answers. Some others also post (e.g. NITM-T; Norbert posts a document about the offsets of ASCII texts).
- Coco, Norbert, David and realXCV discuss the possibility of creating a Macintosh level editor, which file it should edit, and which emulators it could use.
- Aram publishes the *Mysterious Castle 2* mod.
- Norbert explains how to play *Harem Adventures*.
- YURA plays *Mysterious Castle 2*, and discusses it with Aram. Others (e.g. prince777, Norbert, SuavePrince) also chime in.

May

- Aram publishes the *Hard Jump (SuavePrince)* mod.
- Falcury, David and realXCV discuss how to properly emulate PoP for Macintosh.
- Norbert briefly writes about guard skills.
- David explains how to disable the room transition fading of the SEGA Genesis port. He and Linkuei discuss playing/emulating this port.
- David releases PR 1.3.1 (final).
- NITM-T publishes the *Twin Brother* mod.
- usineur releases an SDLPoP version for the Switch.
- Aram posts a PR how-to video.
- Barre shares his mods *Barre's Alternative*, *Rafay's Building*, and *Barre's Creepy Way*.
- Some folks (e.g. Aram, Falcury) find more places to get stuck in the original game.
- BlueBarracudas and David (and Norbert) discuss moving the bonus/extra levels of "inferior" PoP1 ports to DOS or SNES.
- BlackDaemon releases a re-packer of the PoP SoT/WW/TTT BF game data. He and Falcury discuss it.
- Aram, prince777 and Norbert post their favorite rooms of the original PoP1 game.
- KJ writes about (/suggests) mod genres.
- Norbert and mond discuss a quicksave/load issue with SDLPoP for RetroPie.
- BlueBarracudas (and Norbert) write about bad PoP2 for DOS keyboard controls.

- BlackDaemon releases a work-in-progress .bin re-packer. He and Falcury discuss it. BlackDaemon adds initial command-line support.
- Norbert publishes all level maps of *Harem Adventures*, created using his upcoming level editor.

June

- Norbert releases pophale 0.9b, a *Harem Adventures* level editor.
- Norbert mentions possible cheats for *Harem Adventures*. David looks into this and gives more information.
- Norbert creates a "Harem Adventures format" wiki page.
- David, Falcury and Norbert briefly discuss allowing key remapping for SDLPoP.
- KJ posts two packages with custom music for SDLPoP.
- Shauing and David discuss a PoP1 for SNES tile graphics glitch.
- David posts an overview of all 2D PoP games that have built-in cheats.
- Norbert and David discuss how to play PoP1 for the ZX Spectrum.
- Norbert and David figure out near which coffeehouse Mechner is taking his summer sabbatical.
- Norbert releases apoplexy 3.4.
- FUD, Shauing, Norbert and NITM-T discuss making PoP1 for SNES (prince) look like PoP1 for DOS.

July

- Shauing, NITM-T, David and Norbert discuss SNES teleport bugs related to guards, crushers, etc.
- David releases an updated version of his PoP1 for SNES graphics extractor.
- David explains the meaning of the symbols above teleports in POP1 for SNES.
- DavidXNewton publishes a tool-assisted speedrun of PoP1 for DOS, including a version with commentary.
- David publishes a PoP1 for the PC-98 that has its menus translated to English.
- David Z posts a video of a PoP level for NeoLemmix.
- David (and Norbert) look at the Orion constellation on title screens of Japanese PoP ports.

August

- NITM-T posts about the PoP1 for SNES game end menu glitch.
- lvcabral and his son talk at GameOnExpo about lvcabral's PoP remake for Roku.

- Norbert discovers that the conditions for the mouse to appear are different in the Macintosh port. In September, David looks into this and explains the cause.
- David writes about a level skip glitch in PoP for PC Engine.
- realXCV gives offsets of various Macintosh values.
- David writes 0.15 β of PoP1 for Macintosh should exist. In November, he finds this version. He and realXCV discuss how the version differs from 1.0.
- elefas publishes instructions for running SDLPoP on the GameShell.
- Norbert posts about potion use and placement in PoP1 for DOS.
- Norbert posts about Apple II/DOS room numbers, and how their order might reveal how Mechner built levels.

September

- David explains cheats in PoP for the Commodore 64.
- David tries a lot of *Harem Adventures* variants.
- Norbert releases popyorn 0.9b, a level editor of PoP1 for Macintosh.
- David gives hex edits that make the DOS prince auto-run.
- realXCV gives a hex edit to enable triggering of any tile in the Macintosh port.
- Norbert proposes a way to include multiple princes in the legacy level format.
- Norbert posts about the upcoming *Prince of Persia: Escape* mobile game, which he and others later discuss/judge.

October

- SavleCZ publishes the *Original Revisited* mod.
- Shauing publishes the reveal trailer for his *The Queen Of Light* mod.
- realxcv publishes a detailed online guide that explains how to emulate PoP for Macintosh on Windows.
- SuavePrince publishes the *Temple of Chaos* mod.

November

- Jaffar24 publishes the *Jaffar24's Levels* mod. The first Apple II mod ever.

December

- prince777 publishes the *Red Prince* mod.
- David explains how the PoP1 for SNES speed and timing work.

- Shauing publishes the *The Queen Of Light* mod, including a release trailer. He, NITM-T and spartacus735 discuss/play it.
- Norbert and David update the *Prince of Persia 1 Special Events* document.

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Credits

January 5, 2019: Initial version, by Norbert