

Introduction

(Written by KingJigglypuff)

This document outlines all released changes made to P+Ex v1.2 since the initial release of P+Ex v1.1.

v1.2 (8/28/2022)

- The P+Ex Quick Update download has been updated to include a migration option from P+Ex v1.1 to P+Ex v1.2.

- For console users, the console version has been updated to have its own launcher app.

- For Dolphin users, a new .elf launcher has been included.

 - Additionally, P+Ex finally has a proper Netplay version.

- Mewtwo's Cosmetic ID has been changed to be unique, so as to not conflict with what's left of the Pokemon Trainer.

- Waluigi has been added to the game!!!

Changed Files (P+Ex Only)

BOOST.txt (P+Ex)

- Added reference to "Source/Project+/Items.asm", transferred from P+ v2.3.

- Added reference to "Source/P+Ex/AllStar.asm"

- Added reference to "Source/P+Ex/Angle.asm"

- Added reference to "Source/P+Ex/CustomEnding.asm"

- Added reference to "Source/P+Ex/Maths.asm"

- Added reference to "Source/P+Ex/Misc.asm"

- Edited PlatformIgnore.asm" reference directory (from Source/Extras to Source/P+Ex).

- Added reference to "Source/P+Ex/PointerWizardry.asm"

- Added reference to "Source/P+Ex/PSA.asm"

- Added reference to "Source/P+Ex/SoundbankFix.asm"

- Added reference to "Source/P+Ex/Subspace.asm"

- Added reference to "Source/P+Ex/VariableParameter.asm"

- Added reference to "Source/P+Ex/BigHeadMode.asm"

- Added reference to "Source/P+Ex/InputBuffer.asm"

- Added reference to "Source/P+Ex/RandomAngleMode.asm"

- Added reference to "Source/P+Ex/ScaleModifier.asm"
- Added reference to "Source/P+Ex/SpeedModifier.asm"
- Added reference to "Source/P+Ex/WarMode.asm"

RSBE01.txt (P+Ex)

- Added "Increase Pokemon Queue Size to Its Max (12) [Kapedani]", disabled by default due to memory restrictions.
- Added "Explodey Items Use Normal Item Limit [Kapedani]".
- Added "Party Balls Use Normal Item Limit [Kapedani]".
- Added "Bunny Hoods Use Normal Item Limit [Kapedani]".
- Added "Smash Balls use Normal Item Limit [Kapedani]", disabled by default due to memory restrictions.
- Added "Assist Trophy Stands Use Normal Item Limit [Kapedani]", disabled by default.
- Added "Team Healer's slot spawns items outside of team battles [DukeltOut]".
- Updated "Load Common2.pac from the SD card" to use the new file path.
- Added "PSA command 11210100 sets next GFX anim index [Eon]"

More.asm (P+Ex/Source/Extras)

- Removed reference to "Source/Extras/L-Cancel.asm"
- Removed "Crush anywhere anytime [Eon]", as the code has since been moved to StageFiles.asm.
- Transferred all new P+Ex codes to a new directory (Source/P+Ex), and transferred asm calls to BOOST.txt.

Replays.asm (P+Ex/Source/LegacyTE)

- Edited (courtesy of Kapedani). Fixes replays not saving alt stages.

Angle.asm (P+Ex/Source/P+Ex)

- Fixed a crash when custom angles hit a Dedede minion. Fix provided by Eon.

CustomEnding.asm (P+Ex/Source/P+Ex)

- Edited "Custom Ending Videos in Classic/All-Star [DukeltOut]" (courtesy of DukeltOut) to use default videos if custom videos for Giga Bowser and Wario-Man aren't found. Also fixes Roy's ending video from being skipped. Additionally, the check for Mewtwo has been removed, due to Mewtwo receiving its own Cosmetic ID (previously, Mewtwo used the Pokemon Trainer's IDs).
- Added "Independent Pokemon Custom Video/Ending Fix [DukeltOut]". This fixes the Poke-Trio and Mewtwo from having their ending videos skipped. Also fixes the Poke Trio using Mewtwo's congrats screen.

Input Buffer.asm (P+Ex/Source/P+Ex)

- Renamed "Input Buffer.asm" to "InputBuffer.asm".

KirbyHatEX.asm (P+Ex/Source/P+Ex)

- Updated "KirbyHat.kbx Loader" to use the new file path.
- Added ZSS hat-related fixes. Courtesy of RedipsTheCooler.

L-Cancel.asm (P+Ex/Source/P+Ex)

- Removed file.
- Code Menu edits transferred to Source/Project+/L-Cancel.asm.

PlatformIgnore.asm (P+Ex/Source/P+Ex)

- Changed variable check to use LA-Basic[150] instead of LA-Basic[124].
- Reworked code to toggle platform interaction and stage collision interaction based on what the grab victim's LA-Basic[150] is set to (0 = normal interaction, 1 = ignores soft platforms, 2 = ignores all stage collisions).

modifiedDebug.asm (P+Ex/Source/Project+/Debug)

- Edited "Debug On the Fly Character Switcher v1.4 (Knuckles added by Eon) [Magus, Krisan Thyme, Eon]" to include Waluigi.

CodeMenu.asm (P+Ex/Source/Project+)

- Updated to use the new file path.

FilePatchCode.asm (P+Ex/Source/Project+)

- Updated to use Sammi Husky's File Patch Code rewrite, in addition to editing it to use the new file path.
- Updated "RSBE v1.30" to use the new file path.

L-Cancel.asm (P+Ex/Source/Project+)

- Code Menu edits transferred from Source/P+Ex/L-Cancel.asm

ResultsMusic.asm (P+Ex/Source/Project+)

- Edited to add a reference for Waluigi.

StageFiles.asm (P+Ex/Source/Project+)

- Edited (courtesy of Kapedani). Fixes replays not saving alt stages.

Physics.asm (P+Ex/Source/ProjectM/Modifier)

-Reverted to P+ version and modified by Eon. This fixes bugged physics for Captain Falcon, Ganondorf, and Pikachu, alongside further fixing Ex-specific crashing.

ThrowRelease.asm (P+Ex/Source/ProjectM/Modifier)

-Added Throw Release params for Waluigi.

AllStarVs.asm (P+Ex/Source/ProjectM/SpecialModes)

-Edited "[Legacy TE] All Star Versus 1.32 LTE [wiiztec]" to include Waluigi.

Stamina.asm (P+Ex/Source/ProjectM/SpecialModes)

-Added "Throws Don't Cut Early for Victim Damage in Stamina [codes, DukeltOut]". This code is required for edge cases regarding Waluigi's Final Smash.

CSS.asm (P+Ex/Source/ProjectM)

-Edited "BrawlEX Hold Shield Rewrite v4 Clone Fix" to properly allow Ex IDs to utilize L-Loads.

CloneEngine.asm (P+Ex/Source/ProjectM)

-Edited "Clone Engine Data Saving Fix [ds22]" to update Mewtwo's Cosmetic ID changes.

-Edited "Clone Engine Corps Stock Fix + BrawlEX Corps Fix v1 + Exception Macro [ds22, Desi]" to add a Stock reference for Waluigi.

-Edited future-proofed Jigglypuff clone codes to fix conflicts with base Jigglypuff (courtesy of MarioDox).

-Added "Dedede Clones Fix [MarioDox]".

-Edited "Classic and All-Star Ending Choice Engine v1.1d [DukeltOut]" to adjust Mewtwo's file entry as a result of its Cosmetic IDs being changed. Also added a table entry for Waluigi.

-Edited "Clone Classic & All-Star Result Data V1.21 [ds22, Dantarion, DukeltOut]" (courtesy of DukeltOut) to allow the Poke Trio to obtain their own trophies when completing Classic Mode, rather than all of them obtaining the Trainer's trophy. Also added entries for Waluigi.

-Edited KirbyHatEx.asm reference directory (from Source/Extras to Source/P+Ex).

Cosmetic1B.dat (P+Ex/pf/BrawlEx/CosmeticConfig), Mewtwo

-Renamed to Cosmetic2D.dat.

-Changed Cosmetic ID parameter from 0x1B to 0x26.

CSSSlot04.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Zero Suit Samus

-Changed Wiimote SFX parameter from 0x19D0 to 0x19CC.

CSSSlot0F.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Sheik

-Changed Wiimote SFX parameter from 0x19CD to 0x19D5.

CSSSlot1C.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Charizard

-Changed Wiimote SFX parameter from 0x19C7 to 0x19C8.

CSSSlot1D.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Squirtle

-Changed Wiimote SFX parameter from 0x19C9 to 0x19C8.

CSSSlot1E.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Ivysaur

-Changed Wiimote SFX parameter from 0x19C6 to 0x19C8.

CSSSlot2D.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Roy

-Changed Wiimote SFX parameter from 0x19B5 to 0x19CD.

CSSSlot2E.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Mewtwo

-Changed Cosmetic Slot parameter from 0x1B to 0x2D.

-Changed Wiimote SFX parameter from 0x19BA to 0x19C0.

CSSSlot2F.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Knuckles

-Changed Wiimote SFX parameter from 0x604E to 0x19CF.

CSSSlot32.dat (P+Ex/pf/BrawlEx/CSSSlotConfig), Ridley

-Changed Wiimote SFX parameter from 0x19C5 to 0x19C7.

Fighter2A.dat (P+Ex/pf/BrawlEx/FighterConfig), Ridley

-Changed U12 Flag parameter from 0x00 to 0x02.

Fighter30.dat (P+Ex/pf/BrawlEx/FighterConfig), Giga Bowser

-Changed Kirby Hat Load Type parameter from Single to None.

CSSRoster.dat (P+Ex/pf/BrawlEx)

-Added Waluigi (CSS ID 0x33) to the CSS.

FitKirbyPit.pac

-Altered coding to share with Waluigi (as Waluigi was cloned from Pit).

InfFace1351.brres - InfFace1365.brres (P+Ex/pf/info/portrite), Mewtwo

-Renamed to InfFace1901.brres - InfFace1915.brres.

info.pac (P+Ex/pf/info2)

-Renamed Mewtwo's STC textures to use the updated Cosmetic ID.

-Added Waluigi's STCs.

info_corps.pac

-Added an STC for Waluigi.

selchrcd_common.brres (P+Ex/pf/menu/adventure)

-Added Subspace CSS icons and names for Roy, Mewtwo, Knuckles, Ridley, and Waluigi.

Replay.brres (P+Ex/pf/menu/collection)

-Renamed Mewtwo's Replay icon texture to use the updated Cosmetic ID.

-Added a Replay Icon for Waluigi.

MenSelchrFaceB1210.brres (P+Ex/pf/menu/common/char_bust_tex)

-Waluigi's RSP file.

StockFaceTex.brres (P+Ex/pf/menu/common)

-Renamed Mewtwo's STCs to use the updated Cosmetic ID.

-Added Waluigi's STCs.

MenSelchrFaceB270.brres (P+Ex/pf/menu/common/char_bust_tex)

-Renamed to MenSelchrFaceB380.brres

-Renamed Mewtwo's CSPs to use the updated Cosmetic ID.

chr0028.brres (P+Ex/pf/menu/intro/enter)

-Renamed to chr0039.brres

StrapEn.pac, StrapFr.pac, and StrapSp.pac (P+Ex/pf/menu/strap)

-Updated model + animation to include the new P+Ex logo, in addition to the current P+Ex version.

if_adv_mngr (P+Ex/pf/menu2)

-Added Subspace STCs for Roy, Mewtwo, Knuckles, Ridley, and Waluigi.

sc_sel_event.pac (P+Ex/pf/menu2)

- Renamed Mewtwo's Event Icon to use the updated Cosmetic ID.

sc_selcharacter.pac (P+Ex/pf/menu2)

- Renamed Mewtwo's CSS Icon, STC, and CSP textures to use the updated Cosmetic ID.
- Updated CSS animation to provide support for even more CSS slots. Courtesy of Sylv.
- Added CSPs, STCs, and CSS Icon for Waluigi.

sc_title.pac (P+Ex/pf/menu2)

- Updated texture to include the new P+Ex logo.

sora_adv_stage (P+Ex/pf/module)

- Modified to allow adding Ex characters to the Subspace CSS while also expanding the maximum Subspace CSS slot count (from 40 to 160). SSEEX Framework module. Courtesy of Kapedani.
- Added Roy, Mewtwo, Knuckles, Ridley, and Waluigi to the Subspace CSS.

sora_enemy (P+Ex/pf/module)

- Modified to fix Eon's custom angles from crashing against Subspace enemies. Courtesy of Kapedani.

End_GKoop.thp (P+Ex/pf/movie)

- Remade with higher quality imaging, at a cost of higher file size.

End_Knuckles.thp (P+Ex/pf/movie)

- Remade with higher quality imaging, at a cost of higher file size.

End_Mewtwo.thp (P+Ex/pf/movie)

- Remade with higher quality imaging, at a cost of higher file size.

End_Ridley.thp (P+Ex/pf/movie)

- Remade with higher quality imaging, at a cost of higher file size.

End_Roy.thp (P+Ex/pf/movie)

- Remade with higher quality imaging, at a cost of higher file size.

End_WarioMan.thp (P+Ex/pf/movie)

- Remade with higher quality imaging, at a cost of higher file size.

027.sawnd (P+Ex/pf/sfx)

- Modified to free up unused clip IDs assigned to the Poke Trio, Sheik, and ZSS.
- Added Wiimote clips for Roy (provided by SquidyPoli1), Ridley, Waluigi, and Dark Samus (future-proofing).

157.sawnd (P+Ex/pf/sfx), Ridley's Soundbank

- Added a variant of the break SFX with lowered volume. See the Ridley patch notes for details.

Ridley.brstm (P+Ex/pf/sound/strm/Victory!)

- Updated Ridley's Victory Theme once more (courtesy of Cahalan). Lite version has also been updated.

Results.tlst (P+Ex/pf/sound/tracklist)

- Added a Victory Theme entry for Waluigi.

STGRESTAREA.pac (P+Ex/pf/stage/melee)

- Added an icon for Waluigi.

STGRESULT.pac (P+Ex/pf/stage/melee)

- Renamed Mewtwo's STC textures to use the updated Cosmetic ID.
- Added Waluigi's STCs.
- Added P+Ex version number below the P+ version number.

common2.pac (P+Ex/pf/system)

- Added Waluigi to Classic and All-Star Mode.

common3.pac (P+Ex/pf/system)

- Updated the internal sora_menu_sel_char module (courtesy of DukeltOut and Sammi Husky), this fixes Final Smash music from being mute.

Added Files

P+Ex (P+Ex/Source)

- New code source folder, all P+Ex exclusive codes have been transferred from More.asm.

Misc.asm (P+Ex/Source/P+Ex)

- Contains "Grabboxes work out of any action [Eon]" and "Falco can use his own final smash files [DukeltOut]".
- Added "RSP Load Character Swap Fix [DukeltOut]", disabled by default.
- Added "Mario Fireballs are Costume Based [codes, ds22]".
- Added "Custom IC-Variable Engine [Eon]" and "Timestamp at IC-Basic[30000] [Eon]"

PointerWizardry.asm (P+Ex/Source/P+Ex)

- Contains "Pointer Wizardry v1.1 [Eon]"

PSA.asm (P+Ex/Source/P+Ex)

- Contains "Clear Specific Transition Term Group PSA Command [Eon]", "Null GroundModule makes rayCheckTarget return false [Eon]", "Concurrent Infinite Loop accepts int types so you can point to arbitrary code [Eon]", and "Raycast debugger [Eon]" (disabled by default).
- Added "PSA Command 1F080200 (spawn item variant) [Sammi Husky]", adds a custom PSA command to allow manual spawning of item variants.

Subspace.asm (P+Ex/Source/P+Ex)

- Contains "BrawlEx Clone Engine v2.0.0.0 Subspace Fix (RSBE.Ver) [JOJI]".
- Added "SSEEx Levels [Kapedani]".

InfFace6051.brres - InfFace6068.brres (P+Ex/pf/info/portrite), Waluigi

- Waluigi's BP files.

AsfWaluigiBrres.pac (P+Ex/pf/item/waluigi)

- Replaces the Waluigi Assist Trophy with the Super Team robot from Super Mario Strikers for the Gamecube.

ItmWaluigiParam.pac (P+Ex/pf/item/waluigi)

- A minor edit to the Attack1 Sub Action hitboxes to compensate for minor animation tweaks.

ft_waluigi.rel (P+Ex/pf/module)

- Waluigi's module.

sora_adv_menu_difficulty.rel (P+Ex/pf/module)

- SSEEX Framework module. Courtesy of Kapedani.

sora_adv_menu_game_over.rel (P+Ex/pf/module)

-Modified to allow assigning trophy IDs for when on the Continue screen in Subspace. SSEEX Framework module. Courtesy of Kapedani.

sora_adv_menu_name.rel (P+Ex/pf/module)

-SSEEX Framework module. Courtesy of Kapedani.

sora_adv_menu_sel_map.rel (P+Ex/pf/module)

-SSEEX Framework module. Courtesy of Kapedani.

sora_adv_menu_visual.rel (P+Ex/pf/module)

-SSEEX Framework module. Courtesy of Kapedani.

End_Waluigi.thp (P+Ex/pf/movie)

-Waluigi's ending video for when clearing Classic or All-Star mode.

07B.sawnd (P+Ex/pf/sfx)

-A replacement soundbank for the Waluigi Assist Trophy.

161.sawnd (P+Ex/pf/sfx)

-Waluigi's soundbank file.

common3_RSPLoad.pac (P+Ex/pf/system)

-An alternate common3 file for those who wish to compromise console compatibility in exchange for loading RSPs in place of CSPs.

selchrc.brres (P+Ex/pf/menu/adventure)

-Added Subspace CSS Icon bones and edited their position animation. Courtesy of Kapedani.

ReadMe_RSPLoad.txt (P+Ex/pf/system)

-A simple txt document which explains what the file referenced above does, on top of providing instructions on what to do if users wish to use it.

Character Changes

Kirby

-Added Waluigi Hat PSA coding.

Ridley

See external document for details:

<https://docs.google.com/document/d/1JXx0hUzZmXRCzVc79g5Gti5lqvE1nf176gu9vLLwCg/edit?usp=sharing>

Character Additions

Waluigi

-Added to the game!!!

See external document for credits:

<https://docs.google.com/document/d/1XZi0RL-zmJ2-gPsf65tKWesj6u8KZPB5Vr7kOiQrHQY/edit?usp=sharing>