

Introduction

(Written by KingJigglypuff)

This document outlines all released changes made to P+Ex v1.26 since the initial release of P+Ex v1.25.1.

v1.26 (09/30/2022)

Changed Files (P+Ex Only)

BOOST.txt (P+Ex)

- Fixed capitalization on P+Ex asm references.
- This change has also been applied to NETBOOST.txt

info.xml

- Version number updated.

RSBE01.txt (P+Ex)

- Replaced "[Legacy TE] Melee Random v2 (CSS Expansion) [Sammi Husky]" with "Melee Random Rewrite (CSS Expansion) [Sammi Husky, Eon]".
- Added reference to Source/P+Ex/PassiveAnim.asm.
- These changes have also been applied to NETPLAY.txt

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

- Added "PSA If Compare now accepts basics passed into them instead of requiring floats [Eon]".

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

- Updated "Samus Clone Charge Shot setup [Eon]" and split it into two codes.

KirbyHat.kbx (P+Ex/pf/BrawlEx)

- Removed unused hat reference for Ex Clone 0x5A.

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

- Updated Waluigi's BPs.

info.pac (P+Ex/info2)

-Updated Waluigi's STCs.

info_corps.pac (P+Ex/info2)

-Updated Waluigi's STC.

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

-Updated Roy, Mewtwo, Knuckles, Ridley, and Waluigi's icons.

-Added icons and names for Giga Bowser and Wario-Man.

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

-Updated Waluigi's Replay Icon.

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

-Updated Waluigi's STCs.

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

-Updated Waluigi's RSPs.

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

-Updated P+Ex version number.

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

-Updated Waluigi's STC.

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

-Updated Waluigi's CSPs, STCs, and CSS Icon.

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

-SSEEX Framework update.

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

-SSEEX Framework update.

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

-SSEEX Framework update.

sora_adv_menu_sel_map (P+Ex/pf/module)

-SSEEX Framework update.

sora_adv_menu_visual (P+Ex/pf/module)

-SSEEX Framework update.

sora_adv_stage (P+Ex/pf/module)

-SSEEX Framework update.

sora_enemy (P+Ex/pf/module)

-SSEEX Framework update.

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

-Updated Roy, Mewtwo, Knuckles, Ridley, and Waluigi's icons.

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

-Updated Waluigi's STCs.

-Updated P+Ex version number.

Added Files (P+Ex Only)

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

-Contains "Force "PassiveAnim" Texture Animations To Play Indefinitely [DukeltOut]".

tex_face052.brres (P+Ex/pf/menu/adventure/comer_tex)

-Newcomer icon for when Roy is unlocked in Subspace.

tex_face061.brres (P+Ex/pf/menu/adventure/comer_tex)

-Newcomer icon for when Mewtwo is unlocked in Subspace.

tex_face063.brres (P+Ex/pf/menu/adventure/comer_tex)

-Newcomer icon for when Knuckles is unlocked in Subspace.

tex_face064.brres (P+Ex/pf/menu/adventure/comer_tex)

-Newcomer icon for when Giga Bowser is unlocked in Subspace.

tex_face066.brres (P+Ex/pf/menu/adventure/comer_tex)

-Newcomer icon for when Ridley is unlocked in Subspace.

tex_face067.brres (P+Ex/pf/menu/adventure/comer_tex)

-Newcomer icon for when Waluigi is unlocked in Subspace.

tex_face069.brres (P+Ex/pf/menu/adventure/comer_tex)

-Newcomer icon for when Wario-Man is unlocked in Subspace.

00000004.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Plain" stage when Time Attack is enabled.

0000000D.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Ruins" stage when Time Attack is enabled.

00000011.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Swamp" stage when Time Attack is enabled.

00000012.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Research Facility" (Part 2) stage when Time Attack is enabled.

00000019.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace before the fight against Meta Ridley when Time Attack is enabled.

0000001A.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Subspace Bomb Factory" stage when Time Attack is enabled.

0000001B.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during the "Entrance to Subspace" stage when Time Attack is enabled.

0000001D.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace before the fight against Tabuu when Time Attack is enabled.

0000001E.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Great Maze" (Part 1) stage when Time Attack is enabled.

0000001F.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Great Maze" (Part 2) stage when Time Attack is enabled.

00000020.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Great Maze" (Part 3) stage when Time Attack is enabled.

00000021.selc (P+Ex/pf/menu/adventure/selchr)

-A custom character selection file. Used in Subspace during "The Great Maze" (Part 4) stage when Time Attack is enabled.

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

Modified for SSEEX purposes.

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

-New SSEEX Framework file. Used when Time Attack is enabled.

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

-New SSEEX Framework module.

00000000.thp (P+Ex/movie)

-Failsafe movie file for SSEEX purposes.

Character Changes

Ridley

-The Prime 1 Meta Ridley alt now utilizes a passive texture animation for his wing lights.

Waluigi

- Waluigi's eyes, irises, and eyelids have been re-textured (and re-UV'd). Courtesy of Dapperman.
- Waluigi's skin tone has been dimmed across all alts to better reflect his pre-Brawl appearances. Courtesy of Mach7.
- Harry now has alts to go with Waluigi's alts. Courtesy of Dapperman.
- Fixed a bug which let Waluigi drift when a standing grab was executed out of an empty pivot.
- Fixed an improper hitbox flag for Side Tilt (upward angle).
- Fixed missing footstep SFX when walking with a heavy item.
- Fixed missing vocal when using the Beam Sword's Smash Attack.