TLDR: hputerpop stole my work without permission, made money off of it without any notice, forcefully removed my complaints, is negligent towards security, AI generated the majority of his code, and does not know the contents of his own software.

hi! i'm light, the curator for the poptropica as3 curation in flashpoint. i'd like to detail the numerous issues with poptropica legacy.

this is NOT intended to be an opportunity to attack HPuterPop, do not harrass him over this.

the issues i have with this:

- my time was heavily spent on making this specifically to be free and open for archival and, of course, playing it. it was never intended to make money for myself or for flashpoint's own donations
  - Q: what about flashpoint's donations? don't they make money off of it?
    A: flashpoint donations go to their Open Collective, where a full ledger of funds is shown and the funds gathered are only to be used for maintaining flashpoints download servers.
- the gameplay is a worse experience. hputerpop broke many parts of the functioning version of the game that were *100% functional in the original curation.*
  - here's a (not exhaustive) list of things hputerpop broke while not understanding my code:
    - the game was forced into 16:9 when all the assets were created for 4:3, breaking half the textures and popups
    - all of the miniquest cards are completely broken (which were ported or made from scratch by me)
    - the as3 menu box was replaced with as2 controls, compeletely breaking monkey wrench island because it requires the menu
    - common rooms in as2 are completely broken (but work in as3 because *i* fixed them)

- as2 has ad scene transitions that lock you in place
- target jumping in as3 does not work
- lunar colony island randomly softlocks when picking up the earpiece
  - Q: it's in beta, shouldn't problems like this be expected?
    A: of course! ..if they weren't already completely working in the original curation they were stolen from. all of these features worked properly because of the time i spent to individually test each island, and add compatibility for the parts of the game that previously required the internet.
- the majority of the applications code was generated by AI. now, this isn't inherently a problem, but hputerpop has also **fed my own code into it while using it, however much unintentional that is.** i absolutely object to this. my work has now been used in something to make profit and destroy the environment at the same time. you can read more about this later in the document.

so, what happened?

HPuterPop copied the entirety of the flashpoint curation into his own electron application, and asked for monetary donations in the form of the itch.io interstitial popup, and a buy me a coffee button in the game, without attributing neither me nor flashpoint archive as the original authors.

he did **not** contact me about using my code and had already generated $75 by the time i was aware.

to be clear about the level of modifications done to the curation from the base poptropica files, there are thousands of lines of code and multiple design assets that i created **specifically to be used in a non-profit way, exclusively for flashpoint, other similar non-profit projects, or personal use**. removing these changes from it would make the game completely unplayable, since hputerpop didn't actually put work towards making the game playable in the first place.

if you need a metaphor, think about a building. poptropica built the foundation to the building, and i built a house on top of it. hputerpop's changes are more akin to changing the paint color of the house, or retiling the roof. without the house, none of that could have happened in the first place.

to see more information about these changes, check the attached as2changes.txt and as3changes.txt

when i initially found out about this, i requested hputerpop to immediately remove his game from all platforms, with reasoning behind it.
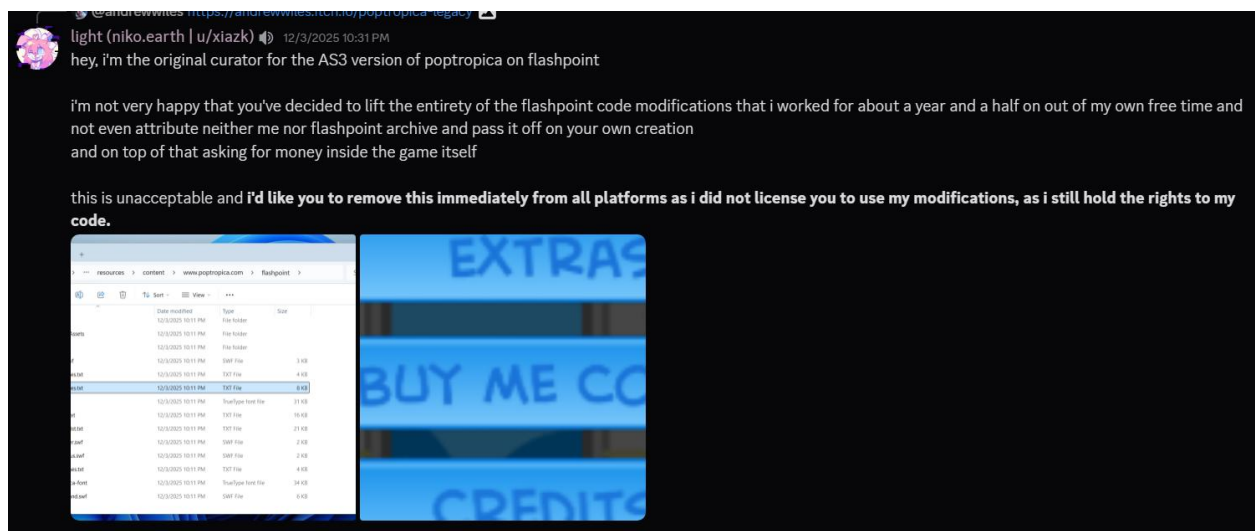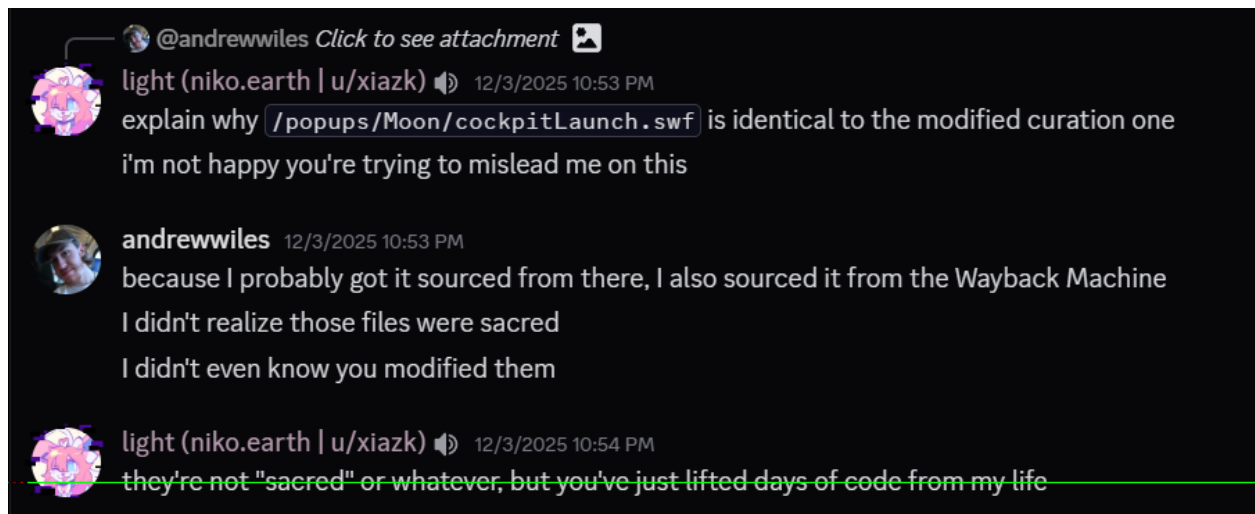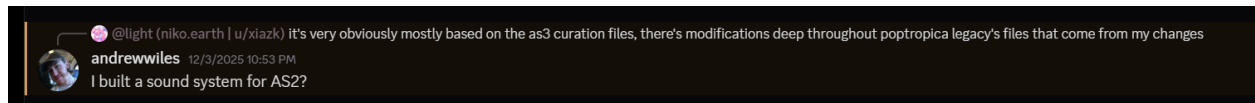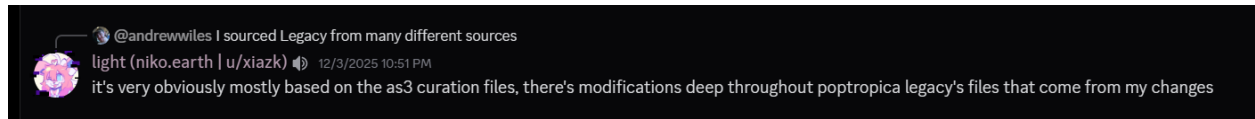

hputerpop did offer to add credit and pay me some of the money gained, but as i wouldn't have allowed this type of usage in the first place, i rejected these offers.
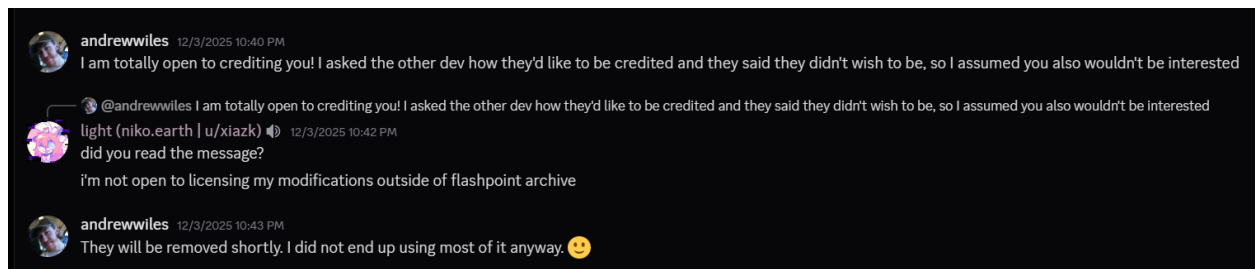

if you notice, hputerpop did say he would remove my modifications. this is due to the fact that he assumed only the /flashpoint folder that was included was the extent of the work done to make the curation function.

when it was mentioned that it was entirely based on the curation's files, hpupterpop dodged this by stating that he "added a sound system".

light (niko.earth | u/xiazk) · 12/3/2025 10:51 PM
> @andrewwiles I sourced Legacy from many different sources
it's very obviously mostly based on the as3 curation files, there's modifications deep throughout poptropica legacy's files that come from my changes

andrewwiles · 12/3/2025 10:53 PM
> @light (niko.earth | u/xiazk) it's very obviously mostly based on the as3 curation files, there's modifications deep throughout poptropica legacy's files that come from my changes
I built a sound system for AS2?

light (niko.earth | u/xiazk) · 12/3/2025 10:53 PM
> @andrewwiles Click to see attachment
explain why /popups/Moon/cockpitLaunch.swf is identical to the modified curation one
i'm not happy you're trying to mislead me on this

andrewwiles · 12/3/2025 10:53 PM
because I probably got it sourced from there, I also sourced it from the Wayback Machine
I didn't realize those files were sacred
I didn't even know you modified them

light (niko.earth | u/xiazk) · 12/3/2025 10:54 PM
they're not "sacred" or whatever, but you've just lifted days of code from my life

i would like to make it clear that none of the issues with this stem from the things he added, other than the fact that the overall experience was worse.

hputerpop claimed that he sourced files from the wayback machine, but this is only partially true. **for the things he did add, they were sourced appropriately.** however, the entire base of the app was a direct copy of the curation, notable from the fact the /flashpoint folder existed at all in his copy (see image)
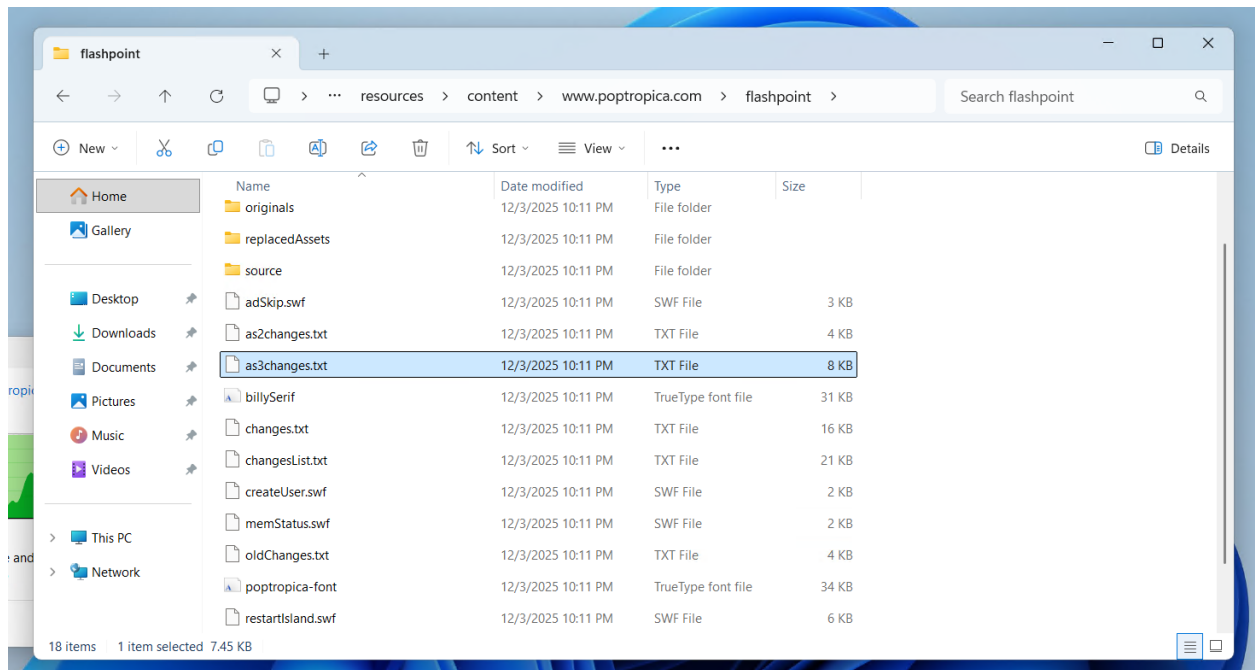
hputerpop then fully agreed to remove my files from poptropica legacy, and then stated that he had completed that elsewhere, which turned out to be another lie.
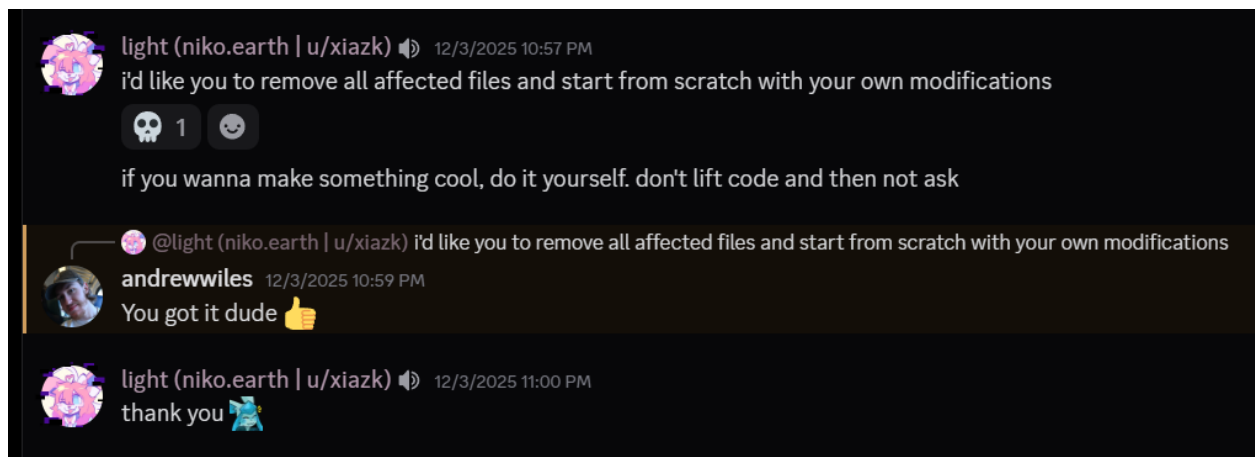
HPuterpop Today at 04:03
the credits have been there since version 0.1.0

Sean30303 Today at 04:04
well as long as you remove light's code i think it's fine
as i believe that is what was requested

HPuterpop Today at 04:05
should be fully removed in the latest patch

as of now, my work is still embedded into poptropica legacy.

how do i know this?

well, let's start with the obvious. certain files (that were created by me) were still bundled within poptropica legacy's files. the specific example here is **item7000.xml**. this file being copied isn't a huge deal, since it was a minor custom card specifically to access the Finding Nessie miniquest. however, it shows he isn't being truthful in his statements.


```
item7000.xml ×
item7000.xml > ...
1   <!-- This card was never in Poptropica. It is created for the purpose of accessing inaccessible content. -->
2   <item id="7000">
```

flashpoint files (the original source of the file):
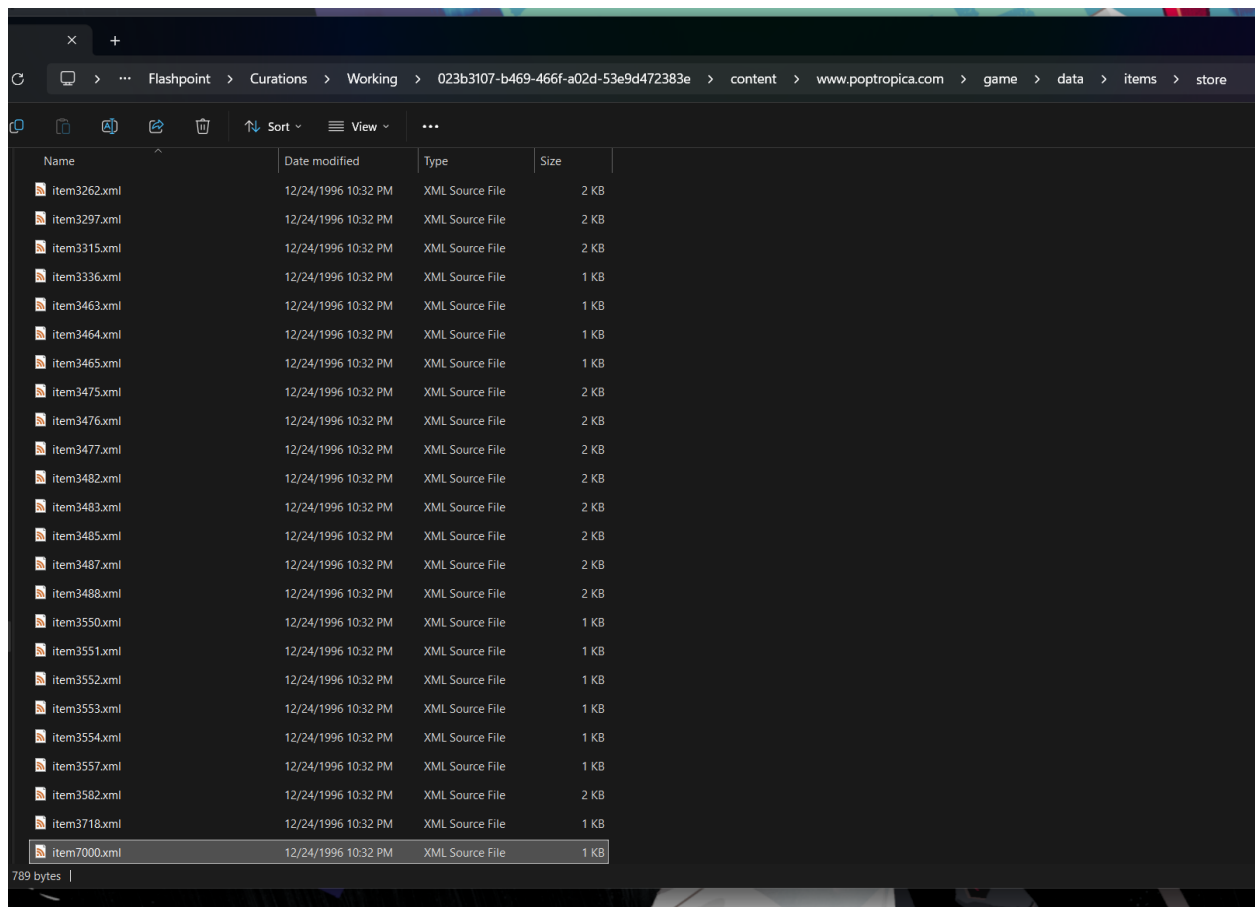
poptropica legacy files (after he said he had removed everything):
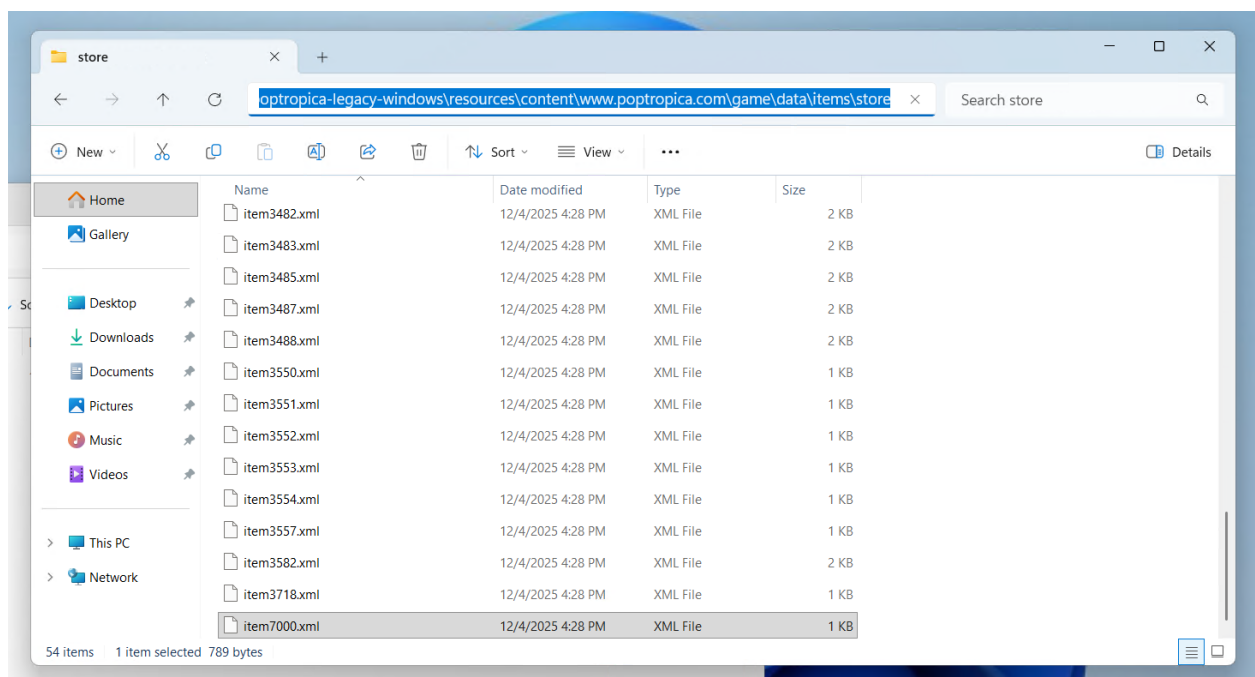
this is not the only example where my work done remains in the game. you're probably familiar with poptropica realms, the world-building mode from poptropica. realms was designed to be an online-only experience, and as such, does not work offline (eg. in flashpoint style scenarios).
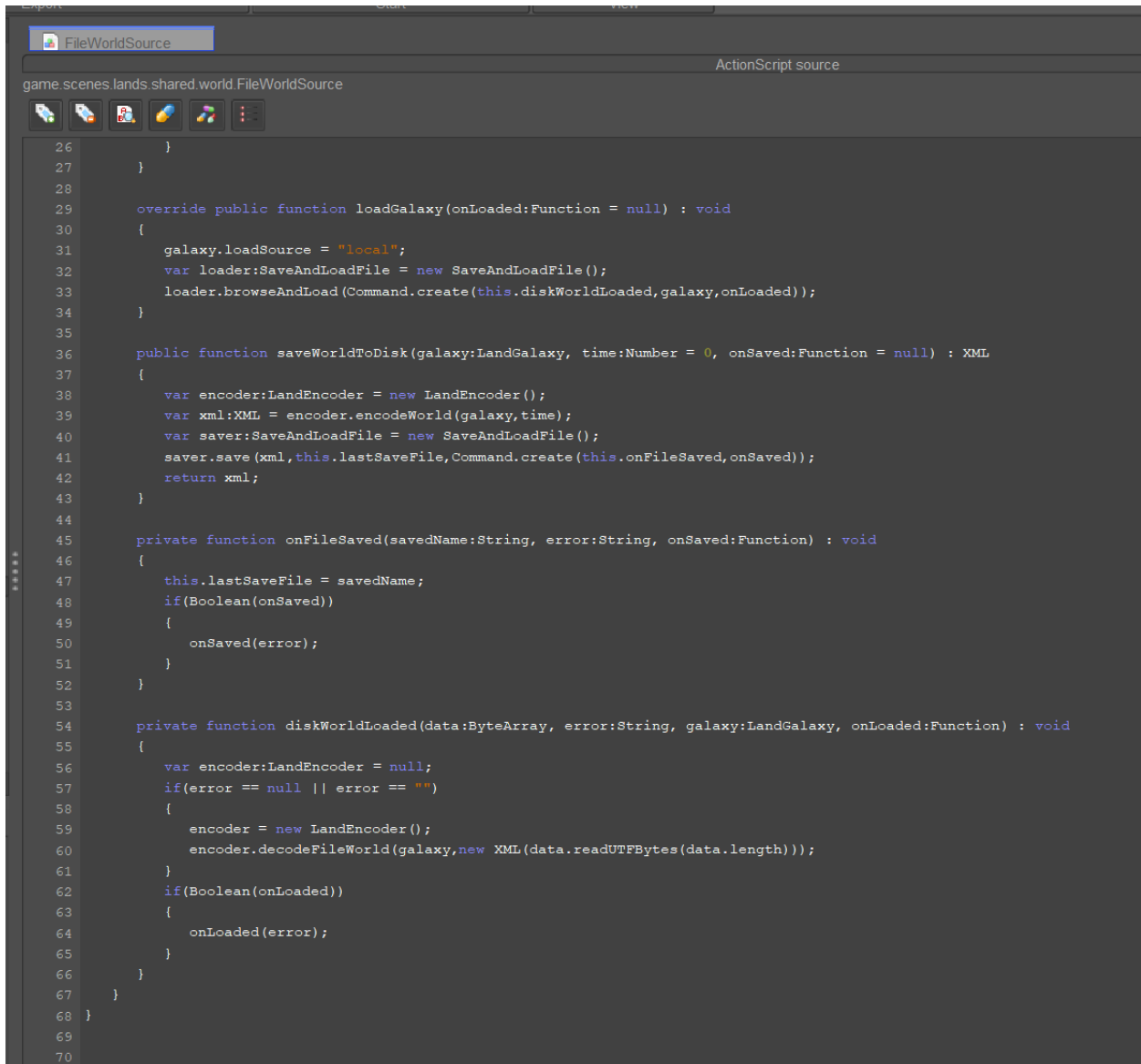
during the creation of the curation, i did about a month of work to bring this singular feature back. if he had actually done what he said, realms should not function in his version. unfortunately, the modified file, Shell.swf, **still contains my work inside of it.**

```
[REALMS]
- Redirect saving from file to a new `landsGalaxy` field in profiled data (game.scenes.lands.shared.world.FileWorldSource/LandWorldManager)
- Bypass login and connection restrictions (game.scenes.lands.lab1.Lab1, game.ui.hud.HudPopBrowser)
- Add profile field for lands galaxy data (game.data.profile.ProfileData)
- Repair local poptanium and EXP retrieval, and disable server requests (game.scenes.lands.shared.classes.LandServerGateway)
- Permanently disabled share button as it is unavailable (game.scenes.lands.shared.popups.worldManagementPopup.ui.PrivateRealmInfoPane)
- Fixed a crash in the monster AI (game.scenes.lands.shared.monsters.systems.MonsterWanderSystem)
- Added local thumbnail saving (game.scenes.lands.shared.world.LandRealmData/FileWorldSource, game.scenes.lands.shared.tileLib.classes.LandEncoder)
- Disabled the game attempting to load a crossdomain security file from AWS (game.scenes.lands.shared.LandGroup)
- Resized VISIT button to be larger as the share button is hidden (\game\assets\scenes\lands\shared\popups\worldManagementPopup.swf)
- Moved Realms button to the 5th slot, over the original Friends position. (game.ui.hud.HudPopBrowser,  |  \gameplay.swf, frame 1.DoAction)
```

compare these three code snippets:

original poptropica code, unmodified:

```
                                                              ActionScript source
game.scenes.lands.shared.world.FileWorldSource

26            }
27        }
28
29        override public function loadGalaxy(onLoaded:Function = null) : void
30        {
31            galaxy.loadSource = "local";
32            var loader:SaveAndLoadFile = new SaveAndLoadFile();
33            loader.browseAndLoad(Command.create(this.diskWorldLoaded,galaxy,onLoaded));
34        }
35
36        public function saveWorldToDisk(galaxy:LandGalaxy, time:Number = 0, onSaved:Function = null) : XML
37        {
38            var encoder:LandEncoder = new LandEncoder();
39            var xml:XML = encoder.encodeWorld(galaxy,time);
40            var saver:SaveAndLoadFile = new SaveAndLoadFile();
41            saver.save(xml,this.lastSaveFile,Command.create(this.onFileSaved,onSaved));
42            return xml;
43        }
44
45        private function onFileSaved(savedName:String, error:String, onSaved:Function) : void
46        {
47            this.lastSaveFile = savedName;
48            if(Boolean(onSaved))
49            {
50                onSaved(error);
51            }
52        }
53
54        private function diskWorldLoaded(data:ByteArray, error:String, galaxy:LandGalaxy, onLoaded:Function) : void
55        {
56            var encoder:LandEncoder = null;
57            if(error == null || error == "")
58            {
59                encoder = new LandEncoder();
60                encoder.decodeFileWorld(galaxy,new XML(data.readUTFBytes(data.length)));
61            }
62            if(Boolean(onLoaded))
63            {
64                onLoaded(error);
65            }
66        }
67    }
68 }
69
70
```

flashpoint curation code:

game.scenes.lands.shared.world.FileWorldSource

```actionscript
69              {
70                  encoder = new LandEncoder();
71                  encoder.decodeFileWorld(galaxy,new XML(data.readUTFBytes(data.length)));
72              }
73              if(Boolean(onLoaded))
74              {
75                  onLoaded(error);
76              }
77          }
78
79          override public function saveSceneAndThumbnail(thumbData:ByteArray, onSaved:Function) : void
80          {
81              var curRealm:LandRealmData = this.galaxy.curRealm;
82              curRealm.thumb = Base64.encodeByteArray(thumbData);
83              this.shellApi.logWWW("SET THUMBNAIL");
84              this.saveCurScene();
85              onSaved(true,0);
86          }
87
88          override public function saveCurScene(onSaved:Function = null) : void
89          {
90              var profile:* = this.shellApi.profileManager.active;
91              var _loc4_:LandEncoder = null;
92              var _loc5_:SaveAndLoadFile = null;
93              _loc4_ = new LandEncoder();
94              var _loc6_:* = _loc4_.encodeWorld(this.galaxy,0);
95              profile.landsGalaxy = _loc6_;
96              this.shellApi.logWWW("SAVED GALAXY");
97              this.shellApi.profileManager.save();
98              if(Boolean(onSaved))
99              {
100                 onSaved();
101             }
102         }
103
104         override public function destroyRealm(realm:LandRealmData, callback:Function) : void
105         {
106             galaxy.removeRealm(realm);
107             this.shellApi.logWWW("REALM DESTROYED");
108             this.saveCurScene();
109         }
110     }
111 }
112
113
```
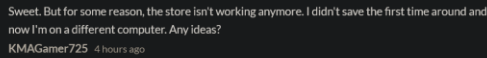
poptropica legacy (copied):
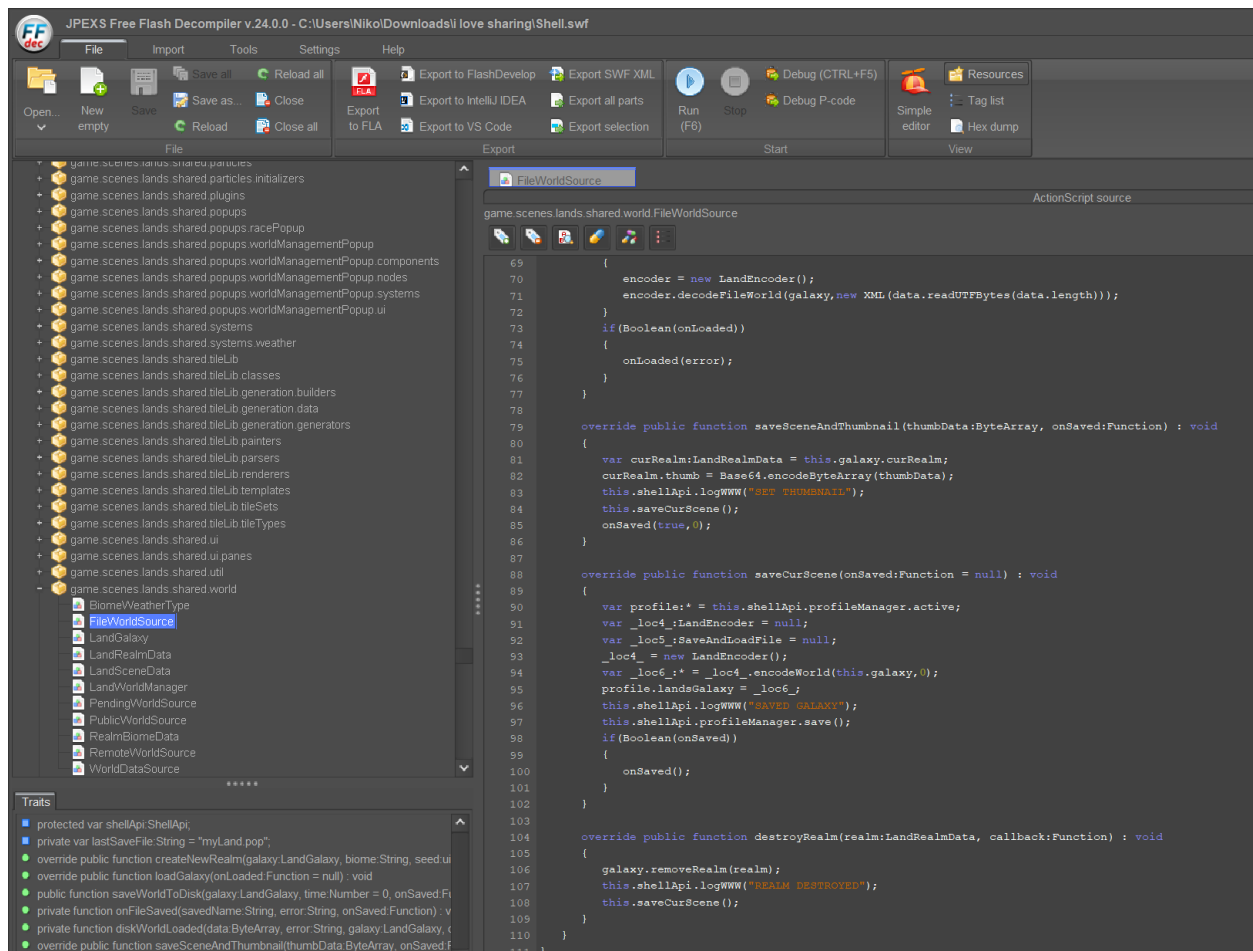
footnote: the file location in this screenshot is in "i love sharing" because all testing was done in a windows sandbox, and the file was shared back to my host machine

this code remains in the current version of poptropica legacy, as of **12/5/2025, 12:35 AM EST**

hputerpop has been misleading people about this, even until now. on the itch.io board for his game, i attempted to notify people about this.

Sweet. But for some reason, the store isn't working anymore. I didn't save the first time around and now I'm on a different computer. Any ideas?

KMAGamer725 · 4 hours ago

hi there, this is because the entire game is a rip from the flashpoint version, and all of the changes were completely made with ai :>

andrewwiles · Yesterday at 11:30 PM
claude is very good at its job

the creator of this vibe coded the entire thing, and broke the following features from the original:

- realms button goes to a missing scene
- the game was forced into 16:9 when all the assets were created for 4:3, breaking half the textures and popups
- it auto updates without asking or notifying you it will do this, which is a huge no
- all of the miniquest cards are completely broken (which were ported or made from scratch by me)
- the as3 menu box was replaced with as2 controls, compeletely breaking monkey wrench island because it requires the menu
- common rooms in as2 are completely broken (but work in as3 because *i* fixed them)
- as2 has ad scene transitions that lock you in place
- the walking sounds are incorrect for the type of object stood on, and the music was added without thinking of context (japan-style music plays on the main street of red dragon island, which is modern)
- target jumping in as3 no longer works
- the locked state during cutscenes doesn't work because the movement is completely busted

hauntii · 4 hours ago (7 edits)

he stole the work uncredited, and is now asking for donations when he did almost none of the work to make the game playable

when asked to remove the code taken from flashpoint and create a new archive from scratch rather than copying, he "complied" by removing the attached flashpoint folder from the app's files to cover his tracks instead of trying to make something original:

previous app files:

current app files:

<- note the missing flashpoint folder here

unfortunately, he left files only present in flashpoint within the files, like item7000.xml, a custom item that doesn't exist in normal poptropica!

the file present in the app's files:

the file present in flashpoint's files (the original source):

hputerpop did not take this well, and **deleted my comment to hide it from anyone else's view, and permanently banned me from the board.**
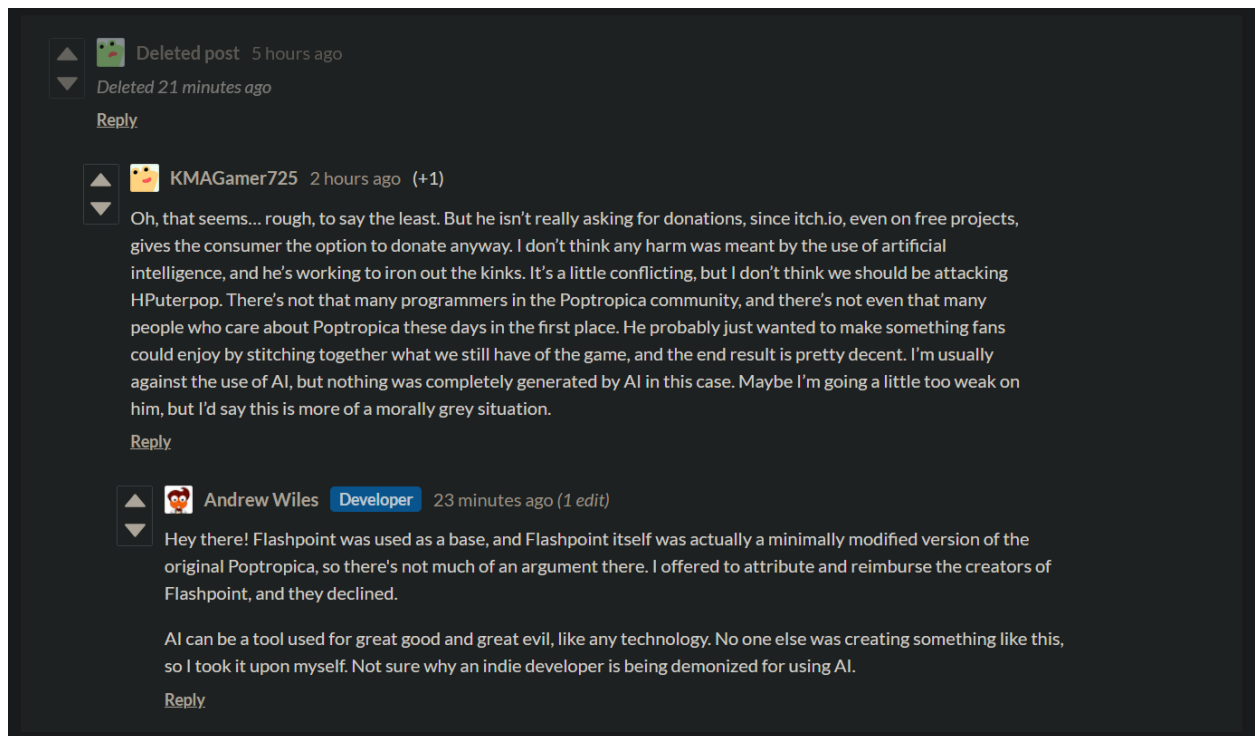
he then created a reply comment that is intended to mislead people about the amount of work that was directly copied from the flashpoint version of the game. he mentions that he attempted attribution and compensation (which, again, i did not want the compensation to be created in the first place), but *fails to mention that he only attempted this after doing it without asking.*

he also mentions that there's no problem with AI in this. let's talk about that.

what's wrong with the AI usage?

hputerpop has depended on generative ai for the entirety of the project to a level so great that it could be argued the only thing he did was create this assets sheet, which is his only visual response on what he did:

niko 🔊 12/3/2025 11:23 PM
those originals were placed there *by me* and some are missing

andrewwiles 12/3/2025 11:23 PM

The reason they're missing is because I overwrote the modified ones in the main directory with the originals

↱ 🦝 @andrewwiles *Click to see attachment* 🖼️
niko 🔊 12/3/2025 11:24 PM
i can see you stuck your own stuff on top, but that doesn't mean you didn't just completely rip the base

andrewwiles 12/3/2025 11:24 PM
Do you want to go line by line?

niko 🔊 12/3/2025 11:24 PM
replace Shell.swf with the original and watch the entirety of as3 break

andrewwiles 12/3/2025 11:24 PM
It will probably be easier

hputerpop does not even know what his own ai is doing, as evidenced by earlier versions of the game continuing to run in the background even after being stopped, and him **having zero clue how this stopped happening**:

TS RUNNING IN THE BACKGROUND AFTER I CLOESD IT

> 🖼️ Poptropica AS2 Desktop (4)		0%	15.3 MB	0 MB/s	0 Mbps
> 🖼️ Poptropica AS2 Desktop (4)		0%	14.7 MB	0 MB/s	0 Mbps
> 🖼️ Poptropica AS2 Desktop (4)		0%	14.7 MB	0 MB/s	0 Mbps
> 🖼️ Poptropica AS2 Desktop (4)		0%	14.7 MB	0 MB/s	0 Mbps
> 🖼️ Poptropica AS2 Desktop (4)		0%	14.6 MB	0 MB/s	0 Mbps
> 🖼️ Poptropica AS2 Desktop (4)		0%	14.6 MB	0 MB/s	0 Mbps
> 🖼️ Poptropica AS2 Desktop (4)		0%	14.5 MB	0 MB/s	0 Mbps
> 🐿️ Mullvad VPN (4)		0%	14.5 MB	0 MB/s	0 Mbps
> 🖼️ Poptropica AS2 Desktop (4)		0%	14.5 MB	0 MB/s	0 Mbps

nah

12:17 AM
im downloading this one and deleting the old one are u aware it stays running after closing it i had to go in task mgr

andrewwiles 12:18 AM
yuh idk why it does that i need to fix

footnote: user is censored for privacy reasons.

12:52 PM
but its not running in the bg anymore on exit

andrewwiles 12:53 PM
Oh ! That's good? But weird?
Because I didn't fix that
Ig Claude did inadvertently

it can be argued from this fact that he is not only making money off of my uncredited work, but that **he is not even near 80% the one doing the improvements in the first place, that going to claude.**

he has also directly stated that he could not have made legacy without artificial intelligence:

andrewwiles 13:06

and also i've had this issue w people before, people act like AI is the antichrist because they're not using logic to justify their beliefs they're using emotion

it's a tool, it shouldn't replace human creativity it should elevate it

Legacy wouldn't exist w/o AI

I didn't see light or Prof Robin making legacy and I'd like to see them recreate it

it's very clearly about pride and jealousy

footnote: he states here that this is about pride and jealousy. i did not create the curation for accolades, in fact my name is not even listed anywhere inside of it. **what's not okay is taking work that isn't yours and pretending like it is.**

to hammer the nail on the head, he used ai to "remove" my code:


```
● Now I have a clear picture. Here's a summary of the remaining Flashpoint modifications in Shell.swf:

  Remaining Flashpoint Modifications in Shell.swf:

  1. DebugConfig.as (lines 25, 33)

   — AppConfig.forceBrowser = false (Original: true)
   — AppConfig.adsFromCMS = true (Original: false)

  2. StartScreen.as — Multiple changes:

   — Line 69: Added import game.util.ProxyUtils;
   — Line 314: Changed privacy URL from storyarc.media to fen.com
   — Line 319: Changed terms URL from poptropica.com to fen.com
   — Line 733: Changed numProfiles >= 6 to numProfiles == 1
   — Lines 810-821: Added checkAge() function
   — Lines 985-1017: Added copyProfileToAS2() function with flashpointReady = true flag

  The copyProfileToAS2() function appears to be Flashpoint's way of syncing AS3 profile data to AS2 LSO (Local Shared Object) storage. The
  flashpointReady flag is specifically a Flashpoint marker.

  However, some of these changes might be necessary for the Desktop version (like the LSO syncing for AS2/AS3 interoperability). The flashpointReady
  flag specifically seems unnecessary and could be removed or renamed to something like desktopReady.

  Would you like me to:
  1. Remove only the flashpointReady = true line (minimal change)?
  2. Restore the original StartScreen.as (removing all Flashpoint additions including LSO syncing)?
  3. Keep the LSO syncing but rename flashpointReady to something else?

  >
```

okay, so that's what's up with artificial intelligence. what about the malware accusation?

to be clear on this: **poptropica legacy does not currently contain malware**, but rather contains an auto-updating mechanism that could be used to execute arbitrary data on a computer at any time.

originally, this auto-updating *was not able to be disabled, and was not disclosed anywhere on the itch.io page.*

hputerpop has changed this to allow disabling it, hooray!

Meridian Hornswoggle 11:37 PM
Legacy now has the ability to disable auto updates, because we had people claiming that the auto updates could potentially include malware - they can't, all updates can be viewed on my github and I manually review them before pushing: https://github.com/andrewleewiles/poptropica-legacy

Also had some people claiming that the included "elevate.exe" was malware, it's not -- it's automatically bundled in the software package that Legacy uses (Electron), read more here:
https://blog.lukeacha.com/2025/10/elevateexe-understanding-uses-and-abuses.html

That said, the game should run fine without elevate.exe, and you're free to delete it if you don't want it on your computer - to be honest with you I wasn't even aware it was there, it's automatically packaged when you build Electron for Windows.

unfortunately, this message dismisses the fact that **auto-updating has risks no matter who operates it.**

regardless of the fact that his update list can be viewed on github, they're shown in a way that is not visible from the web, and could even not be the list the game actually pulls from.

footnote: this is not an accusation that hputperpop was intentionally including malware, or is planning on doing so. this is a general caution against auto-updating systems like this, especially when there's only one person behind it.

what's up with elevate.exe?

elevate.exe is a command line application that prompts for user account control. user account control is a normal function of windows, and in a lot of cases is useful! however, this allows an app to do much more on your computer, in potentially

destructive manners. as hputerpop (truthfully) states in the message, it was bundled in with the auto-updater (which, again, is in itself an issue).

elevate.exe has various proper uses, and even flashpoint itself uses it to configure some things!

flashpoint uses it in a legitimate manner, as it is installed to the system in a protected folder. it is specifically used to install, uninstall, and link folders in that protected folder . this is a valid usage of requiring administrator.

legacy **does not need** this permission as it is self-contained in the folder it was originally extracted to.

from an examiner's perspective, bundling an elevation prompt, even if unused, that you don't even know is included in your software is **complete negligence** on hputerpop's part.

the accusation of it potentially being used for malware is **only** due to it's unknown usage, and the issue stems from hputerpop being unaware of it even existing.

this section is only intended to explain what elevate.exe is, and why it being included without knowledge is unsafe.

so, what do you want hputerpop to do?

i'm requesting hputerpop create his own version, not using the work that i had put in as the main base to profit off of.

- Q: should this be a hard task?
- A: ideally, no. if he properly documented his changes and used proper version control, he should be able to recreate it in his own way without using my work for profit.
- Q: why don't you want your changes re-used?
- A: i do! just not for this. i love open source projects, and normally wouldn't bring these types of things up at all. unfortunately, the disrespect hputerpop has shown towards my work, the lack of attribution, and profiting off of my work without notice means i don't wish to allow him to copy it.

conclusions

- taking work from other members of your community without asking is immoral
- monetizing that work is even worse
- lying about the things you've supposedly done to fix the problem, and then deleting posts when you're called out for it is incredibly dodgy
- don't bundle auto-updaters in software from non-reputable sources, and don't make them active + non removable without notice

thanks, i love comic sans, i love poptropica, and i love my cat