Most Common Bugs!

Problem: I try to run the server/client but get errors!
Solution: Run the packages used for setting up the game, in the download section. If these don't help, or don't do anything, then try to update your system software. Check for bugs/viruses as well. Ask me if you are still confused and I'll pretend to understand and try to help!

Problem: I cannot connect to the registry!
Solution-1: You were either banned for being a very naughty person, or Pengwy's a lazy bum and turned it off. So Beg, cry, threaten, kill Pengwy, AIM SN is Pengui245, don't try e-mail by the time he reads it it won't matter.
Solution-2: Pengwy is having the registry hosted elsewhere (Marco or Darkone). So Beg, cry, threaten, kill Marco/DarkOne, AIM SN is LTRocketMan5/DarkOne3497, don't try e-mail by the time they read, it it won't matter.
Solution-3: This is an actual solution. Your server.ini is inaccurate and thus unable to support your server hosting a server. Download [This](#) file and replace your server.ini in your folder with your server.exe.

Problem: I cannot connect to my/certain servers on the registry!
Solution: You, or the server owner, either has there firewall, or a router on. The server owner must turn off his/her firewall (If you want instructions either search or ask someone who you think knows, definitely not me), and/or port forward port 2597 from your router to your computer. PortFoward.com has good instructions for port forwarding. Server owners with VoIP need to forward the port on their telephone adapter as well. If you are trying to connect to your own server, you can still connect to yourself by connecting to the IP 127.0.0.1 with the Private Server Connecter, without having to do any of the previous- yet no one else can connect to you.

Problem: The Private Server Connecter ISN'T working, I can't get the name or it was changed!
Solution: No, it's never the name. Changing the name of the server only changes the folder which mcache.dat, the map data, is stored in. The problem here is that the IP is not valid, or the server is not up. Check the IP and make sure it is correct, or make sure the server owner is up before trying again. If you get in with the connector but the tiles are all messed up, ask the owner for the correct tileset to use, and retry with the tileset. If you continue having problems, please ask me about it.

Problem: The screen is all gray!! *cries*
Solution-1: Click the [] in the upper right hand corner. This is due to changing color resolution (32-16 bit). This button fixes it. If this button does not fix it then;
Solution-2: Click the X in the corner. Try it again. If you continue getting a gray screen, reset your computer and try again. If you Still continue getting a gray screen, e-mail me.

Problem: Ah! I editted a map and a tile disappeared!!
Solution: No worries, the tile only disappeared in the map editor mode. It's still there. You don't need to replace it or anything, just ignore it. Generally this is only with older server versions.

Problem: Everything froze for a second, then unfroze and things were different, or things jumped around!
Solution: That's just lag, or you were temporarily disconnected from the internet, yet not long enough to be booted. It happens, sadly, to all of us. If you feel there was something other than lag contributing to this, e-mail me.

Problem: I tried to log onto a server and it said "client outdated", but my client is fully updated!
Solution-1: Bad phrasing. The client does not recognize the server version so it automatically thinks it is outdated. However, it is more likely that the server-host is not updated. Every time you use the Registry, you automatically update your client. However, a server host has to run the separate program ServerUpdate.exe in order to update.

Problem: My server randomly crashed!

Solution-1: Check all scripts, most likely there is one in there that is feeling naughty. Otherwise, mass amounts of lag can contribute to crashing the server, yet it is highly unlikely. E-mail me for further questions or script error service.

Problem: Monsters randomly decide NOT to spawn, randomly, or stop moving!
Solution: Another mysterious bug. Applies mainly to older servers however. Generally caused by a player leaving the map randomly. To fix, simply have someone enter or leave the map.

Problem: ReadIniStr/WriteIniStr don't work!.
Solution: Get Pengwy's updated server version [here](#).

Problem: Monsters don't come after me!
Solution: You have the god power, 'Special Features' or the function MonsterSee is stopped to prevent the monster from 'see'ing you. Either take off the god power, or in the script MonsterSee or MonsterSee# just put a Main = Continue. Refer to scripting tutorial for more details.

Problem: I try to open the server/run the client but I get something like "Run Time Error 429: Cannot create (active-x) object**"!**
Solution: This is due to the fact that Odyssey uses old library files. You can download the fixer either at [Pengwy's website](#) called Odyssey Fixer or you can download DOA35.exe at [other places](#)
Solution: If you cannot find this file ANYWHERE else, I have a SIMILAR (not exaclty the same) type of file that MAY work. It's uploaded in Geocities and can only be ran once an hour. Sucks right? Better off looking in other areas, but as a LAST RESORT, [here](#)

More Problems? Refer to the tutorial; really, it's there for a reason.

Still No answers? Try the [Forums](#)

Still can't find what you are looking for? E-mail me! Any questions will be answered on the FAQ, unless inappropriate or asked not to.