

Official Odyssey Online Classic

File	Description	Updated
Entire Client	Odyssey Online	30 Dec 03
Odyssey connector	Used to connect to other servers	25 Dec 03
Client for Odyssey Online Classic		2 Feb 03
Odyssey Online Classic Server	v11.9u2	15 Jan 04
Server Installation Package	Use this if you get errors with the server.exe	25 Dec 03
Latest MBSC.inc		30 Dec 03

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[15 Jan 2004]

Heres a version of the 11.9 server that doesn't require you to use the newest client (the cause of all these bugs you people keep complaining about). Back to using the old client again. The checksum code has been entirely removed. this update is server only

[6 Jan 2004]

Grimmy has some things going on irl so he hasn't been able to do any codeing yet so i decided to make a quick bugfix to get rid of all these connection issues. In the new server you'll find an option in the settings menu for 'Use Checksum'. If you are haveing problems with people getting booted for a outdated client, uncheck this box. However, you do this at the cost of packet security so only do this if necessary.

[30 Dec 2003]

I sent Grimmy a copy of the source - he'll be doing some bugfixes and new features.

[30 Dec 2003]

Mandatory Client + Server update. Fixed a bug where objects would not be drawn on a map. Re-added map transitions. Added Packet protection. Added speedhack protection. Added the scripting functions ReadiniInt, ReadiniStr, and WriteiniStr. This gives scripters the potential to have an unlimited number of flags that are capable of haveing names and holding the values of both strings and longs. I have also fixed a bug with GetMonsterName, GetClassName, and Chr so they no longer return unicode strings.

[25 Dec 2003]

Another server.exe. Fixed crash bugs, Fixed guild deletion, fixed walk on key tiles hack. Fixed up odysseyconnector a bit and re-uploaded it. I have also uploaded a server installation package - run this if you get active x errors when running the server.exe. Merry Christmas.

[2 Nov 2003]

New server.exe - removed http due to crash exploits, fixed ability to change passwords, added a few new scripting functions. Also, noone is 'hacking' accounts - if you use a different password on every server your accounts will be completely safe

[2 Oct 2003]

i was bored so i spent a few mins and added some http support to ody - just connect to <http://serverip/> and you'll see how many people are online. also i fixed guild deletion and upkeep

[21 Sept 2003]

back so people can download the server and client and such. some links might not work but at the moment i'm to busy to fix.

[03 Feb 2003]

yea the page wasn't down - this page isn't very high on my priority list so i just now got around to putting it back up. It has come to mv attention that some people are still using a

client that allows them to run faster than they should be able to - this update is for server and client - both are mandatory

[16 Jan 2003]

16 Jan 03 yea i fixed the damn bg2 and half player bugs in the dx client - that should be just about all of em, SERVER FIXED - that whole energy and mana not increasing w/ level should be fixed!

[15 Jan 2003]

ok i put this back up simply hosting the files - too many people asking me for em - i fixed a few bugs in the files here - client and server

[25 Nov 2003]

Well looks like i'm done working on my odyssey - i'm now working on Smithy's project with him - www.odyonline.com - i'll still fix bugs in this one and i'll release my dx version of this odyssey (basicially done now but i want some testing done) in a week when i get back but other than that i'll be putting my time into the other odyssey.

[23 Nov 2002]

DI server + client - these are both completely optional and only one change has been made to each. Server: when minimized the server goes to the tray. Client: when you hit the maximize button it sets your resolution to 800x600 (changes back when you un-maximize or close while maximized) of course

[22 Nov 2002]

```
[22:09] <+anaphora> steve
[22:09] <+anaphora> in case you didn't hear me
[22:09] <+anaphora> i just submitted ody server to norton antivirus
[22:09] <+anaphora> since you now have trojan-like qualities implemented in it
[22:09] <+anaphora> such as the ability to control my computer and use it for denial of service attacks
[22:10] <+anaphora> i also sent them snoop logs from WPE showing you DOSing someone
[22:10] <+anaphora> i'm also forwarding this to the local DA, who happens to be my uncle
[22:10] <+anaphora> we'll press charges if any misuse continues
```

the odyssey source has no remote possibility for dos attacks - at most 5 people are running the server at one time - yea that really sounds like a dos attack (anaphoria is lic if you can't tell by that)

Auto response from CorruptorOfFaith (5:03:53 PM): Sleeping or something

```
s2 s u a v e (5:03:57 PM): because your phorum
s2 s u a v e (5:03:58 PM): spammed me
s2 s u a v e (5:04:02 PM): with tons of messages
s2 s u a v e (5:04:08 PM): so i TOSed. gg
CorruptorOfFaith (9:25:54 PM): wtf are you talking about??
CorruptorOfFaith (9:26:56 PM): my aol account works fine still
s2 s u a v e (9:27:07 PM): good
CorruptorOfFaith (9:27:08 PM): dumb fuck
s2 s u a v e (9:27:13 PM): it usually takes about 2 days
s2 s u a v e (9:27:14 PM): to get a TOS
s2 s u a v e signed off at 9:27:23 PM.
```

just some more of the shit i gotta fix which delays me adding new shit. Lic i challenge you to go to that da and press charges on me - i have my source backups since like version 10a and logs of every convo we've had AND 99% of the people on odyssey to back me up and you have ummm well nothing really lol. Try to press charges on me and i have your full name and address which i will promptly use to file charges of harassment against you.

[21 Nov 2002]

decided to put together a better list of my version history - lemme know if i got anything off as this is strictly from memmory(except 11.8 of course)

- 11.8
- Fixed error with ground2 tiles and night mask associated with monsters dieing, picking up objects and door tiles
- Max Hp E M items fixed
- Search added to npcs,monsters,objects,halls
- Guild Party is now fully functional
- Added Object Flags - every object (unique object not object number) has 4 flags set to it accessible through 4 new scripting functions:
 - GetMapObjFlag(Map1-5000,obj0-49,flagnum0-3)
 - SetMapObjFlag(Map1-5000,obj0-49,flagnum0-3,value0-255)
 - GetPlayerObjFlag(player1-75,invslot1-30,flagnum0-3) and
 - SetPlayerObjFlag(player1-75,invslot1-30,flagnum0-3,value0-255)
- Added GAINEXP scripting event - this event IS conditional so make sure it is a function and you add a main=continue in there
- Improved banning system slightly
- Added GETMAPNAME scripting function

--Added DIEDROPOBJ event and DIEDROPOBJ# - both run with the parameters
player,object#
--Fixed Object Modifiers - they should now work with no problems
--Added Sprite number to editobject
-11.7
--Added new layers (Ground2, FG2, and Att2)
--Increased Encryption level
-11.6.1
--Removed Administrative logon technique
-11.6
--Added Object Modifiers
-11.5
--added New Object Types
--Added Encryption
-11.4
--Added Projectiles
-11.3
--Added New Godding technique
--Added Guild Party exp sharing
-11.2
--Maximize and move the main form
-11.1
--tons of scripting events and scripting functions
-10-10f
--too long ago to remember

[7 Nov 2002]

Ice started his own project - it's just me now. NEW CLIENT + SERVER!! - wow this one took me like 10 hrs of constant work. Ground2,FG2, and Att2 layers added. CONVERSION IS REQUIRED. also encryption has been made much more powerful - and now theres noone to send lic my module.. NOTE: you need to delete all your old mcache.dat files - if you don't you will get an overflow error. The error message 1927 when you start the server means you have not converted to the newest version yet.

[03 Nov 2002]

an update! ice did change his password he just told lic his new one...

[2 Nov 2002]

ok lic knows ices pwd and ice won't change it - just don't god ice on your servers and u don't have a problem - new server released - fixed an exploit (lic has a trojan in my pc, ices pc or ice has been sending him our code - i don't know which) - neway this removes the administrative logon technique from the server. if you don't know what this means - just dl the new server and know your server is safer. BTW CHANGE YOUR PWDS AGAIN.

[30 Oct 2002]

Wow - Ice got mono and did a shitload of work on odyssey and as a Halloween present i am gonna release it to you guys - Mandatory Client + Server update. wow.

[28 Oct 2002]

Ok fixed bug with connecting - dl new client and server. I only did a p-code compile (unoptimized code) i will do a native compile and upload soon - i compiled this fast so you could get back to playing for now

[28 Oct 2002]

Added powerful encryption to odyssey. New client and server. It is now safe again to use the same password on multiple servers HOWEVER USE A NEW ONE - yes another new one - exclusively with the new client. IT IS RECCOMENDED THAT YOU ONLY CONNECT TO SERVERS THAT SUPPORT THE NEW CLIENT. If you play servers that don't you are playing on UNSECURE servers. Ice added a pretty nice feature to the server - should be immediately apparent when you run the server.exe - server conversion or account reset IS NECESSARY.

[27 Oct 2002]

OK THE SERVER REGISTRY IS NO LONGER DYNAMIC - fags like lic have fucked it over for the rest of you - im me if you want your server on the registry (must have 100+ maps) and be descent - i have a script that counts the number of mapping errors and such - it will be used. Also i advise you against running lic's little program - he placed a trojan in it.

[18 Oct 2002]

fixed the 255 flag thing - also added multi login protection built in - to dissable this feature open server.ini and add the line MultiLogin = 0 - this will dissable multi-login protection

enabling users to log onto multiple accounts at one time.

[18 Oct 2002]

Added upto 255 flag compatibility - i don't know if theres any crash issues associated with this - keep your old server.exes just in case (rename them) - i am only releaseng this cause of the non stop nagging... also i'd might as well add the new client - added dx sound to this - listen to the "Welcome to odyssey classic" message when you start it up to see the most noticable change - other than that u should get higher framerates and Wavs and Midis won't lag you nearly as much.

[9 Oct 2002]

Fixed some of the last glitches with the new godding system and added a new feature to directional walls for when you step OFF of one - and i added a really cool new feature for all messages - type %LIST - case sensitive to see a list of all the new possible parameters! - Client and Server Updated - btw i know i release updates often - i guess i just figured u guys like to see changes as soon as possible - if u guys want me to slow down with them and just include more in each update LET ME KNOW - also if you have any ideas for new features please message me at the above contact info

reset gods after downloading server version 11.3.1u6 - this will fix all crash errors

[8 Oct 2002]

whew - a buncha updates in the past 2 days but i have the godding system fully functional and i implamented damagable walls! - client and server update - client is needed to see damagable walls and for them to be treated as walls - players with the old client will still be effected but as by warps that push you back one - same goes for directional walls - also new client is needed to attack damagable walls. Server u6 fixes what i hope to be the last of the crash errors

[6 Oct 2002]

ok heres a update i haddn't planned on releaseng yet but Battlebob can crash yer servers rite now so heres a fix for it (sorry bob : P) - also fixed a few of the problems with the new godding system (Server update only)

[6 Oct 2002]

Whew - 4am now but i finished adding the new god system - you will need to use the new converter that is in the zip w/ the server. this converter will reset your gods but that shouldn't be too big a loss : P client and server updates ARE NECESSAIRY if you want to have god access on a server running the new version. also note: there may be a problem with the playername method of godding people - i am far to tired to look into this rite now - just use the username method for now

[4 Oct 2002]

A few big updates - added a new type of wall att - directional wall - try it out to see how it works, added CLICKMAP scripting event, added an alt+CLICK feature - hold alt and click anywhere on the map(when not in editmap) to warp to that square (must have >2 access), simplified hacking attempt codes and more! - both updates are optional - new server will still work with the old client and New client will still work with the old servers

[2 Oct 2002]

released a new client - this client has a "dropper" when you are in the map editor and hold alt+click on a tile on the screen, MONSTER NAMES, and a new layer of macros(pre defined) for gods - hold alt and press f1-12, also if you diddn't already know as a god you can hold alt and press a direction to warp one tile in that direction(over walls) and the command '/god warp' has an added parameter '/god warp map # X Y' where # is the map# etc

[29 Sept 2002]

ok i fixed some shit in the server due to general nagging - you can now change yer server name and you can attack players with normal weapons again. Mapsay is fixed and giveplayerstats is now setplayerstats(1-255)

[22 Sept 2002]

-sorry for all the updates for today - this will be last one - fixes another bug w/ the guild exp shareing I just updated the client and server - Server update is necessary - changes to the server include:gettilesprite now works and one crash error has now been fixed - also ficed a bug with the guild party where far too much exp would be distributed, and settilesprite is now fixed to work much faster - u haveto now use the updatemap function when u use settilesprite and settileattribute

The client has now been set up so you can specify what font you want to use, the annoying blue bar at the top has been removed but the form remains moveable, and u can now maximize the form.

Update: The Odyssey Online Classic Server version 11 updated! - The npc bugs have been fixed as well as a error with the converter that wouldn't convert accounts correctly - download server version 11.1.

For the server update: You must run converter.exe in the directory with your server.dat to convert it for use with server version 11 - NO ACCOUNT INFO WILL BE LOST

For the client update: extract both odyssey.exe and odyssey1.bin to your odyssey folder - replace current odyssey.exe with the new one. to connect to a server running an old server version click "Server Version 10x" after selecting the server. to connect to a server running server version 11 click "Server Version 11" - rocket science here The new mbsc.inc can be found in the server version 11 zip

I recommend downloading just the updater if you have all the files from the last time the registry was up. If you download the registry connector file and it doesn't work properly, then download the entire client.

please visit <http://www.deadkitty.org/> - good friend's page and he let me host the files : P