The Odyssey Online Classic

File	Description	LastUpdated
Client	Odyssey Online Classic Client Updater	1 June 05
Server	Odyssey Online Classic Server Updater	28 March 05
Odyssey connector	Used to connect to servers that are not on the registry	28 March 05
Server Installation Package	Use this if you get errors with the server.exe	28 March 05
Dependency Installer	This is an Install file for use if you are getting errors when running the odyssey client	28 March 05

My AIM sn is EvilDeliverance, my icq uin is 1845377, and my e-mail is evildeliverance@gmail.com

Forums: http://odyfree.com/forum/

Tijer's site: http://geocities.com/odysseyrp/

Pengwy's site: http://pengwyn.servegame.com/odyssey/

[6 December 2006]

Grimmy's forums have inexplicably died. New forums have been put up at OdyFree.
-Pengwy

[1 June 2006]

Exactly 1 year since I last updated this news section. Odyssey is still up and running. Please note that the last updated dates were the dates the updaters were updated. The actual client has been updated much more recently.

[1 June 2005]

New odyssey.exe released today. Since optima has stopped hosting the reg, pengui has volunteered to become the new host. Expect a client and server update soon.

[28 March 2005]

I decided to fix most of the bugs in odyssey so heres a major release. Both client and server were updated.

[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 useing the old client again. The checksum code has been entirely removed. this update is server only

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[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 If you are haveing problems with people getting booted for a outdated client, uncheck this box.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 necessairy.

[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 capible 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 my attention that some people are still useing 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 increaseing 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]

D1 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

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