The Odyssey Online

Monday, March 12, 2007

You probably know by now that the registry has been mostly down for the past few months. Long-time Odyssey players Unknown, Sereche, Adriodyn, and Chaz have been working on a new version of Odyssey and a new registry based on older and simpler, but faster and more stable code from the pre-Steverino days.
Download the new client here.
Download the new server here.

Posted at 2:19 AM EST

Wednesday, December 6, 2006

New forums are at OdyFree to replace the now-defunct Grimmy forums.

Posted at 4:52 PM EST

Friday, April 14, 2006

Patch server updated registry up blah blah blah.

Posted at 11:33 PM EST

Thursday, April 13, 2006

The registry went down yesterday for an extended period of time, and the IP address was reassigned. I do not have access to the update server right now, so I can't update the address Odyssey uses; we have to wait for Steve to update it. For now, download the patch bypass to connect to the registry. For servers, add this line to the end of server.ini: "RegistryAddress=pengwy.servegame.com". That's pengwy without a second 'n', not the same as the website's address.

Posted at 2:52 PM EST

Wednesday, April 12, 2006

The forums have moved. **http://bmlssonline.com/ody/** is the new address. They may look the same now, but they've been updated and a ton of new features have been added.

Posted at 8:34 PM EST

Saturday, April 8, 2006

Grimmy wanted some way to view the registry and server status (and possibly even individual player status) through the forums and website. So, I dusted off my PHP books and whipped up a sample, which you now see on the left side of this page. Yaaayyy registry status!!

Posted at 11:09 AM EST

Sunday, April 2, 2006

The **Odyssey forums** have been taken down permanently: **see the announcement here.** This is the end of a great boon for the Odyssey community, and I wish F0RG()T73N good luck in all of his other projects. Anybody is welcome to start their own Odyssey forums; at this point, Steve and I are *very likely* to make them official.

Posted at 1:55 AM EST

Friday, March 31, 2006

The forums at **http://adrion.forgottenforums.com/** have been giving a 403: Forbidden error to everybody since yesterday. You haven't been banned, in case you were wondering. If you see Adrion or Forgotten online, please kick them until the forums are back up. =D

Posted at 5:21 PM EST

Wednesday, March 15, 2006

What's new in this update?

ServerSide v12.1.0

-Fixed a bug that prevented monsters from spawning on certain maps
-Forcewalk now works correctly
-Added dynamic night and a system for controlling the level of darkness server side
-Monsters now obey directional walls correctly
-Monsters now spawn more evenly and will spawn on any attributes except: walls, warps, keys, nomonster, and directional walls
-Added the 'BOOT' script event - this runs immediately after the server loads. It has no parameters
-Added the 'FLOOD' script event. This runs with the parameters Player and Severity. Severity is how bad the person was flooding. The script is only
called when Severity > 5000. Severity decreases by 1000 every second. Just about everything you do increases your severity slightly. Main=stop
prevents the player from being booted and allows the event that caused the flood to continue.
-Weakened shields to take a more appropriate ammount of damage.
-Damage tiles now call the script 'DAMAGETILE' with the parameters Player, and Damage. This allows them to work as damage tiles or to be far more
versitile.
-YELL and YELL# where # is the mapnumber script events added
-playertell is now stoppable
-Spawnmonster now returns the number of the monster spawned instead of 1 or 0. It returns 10 if no monster could be spawned.
-Added SetMapDarkness, SetMapWeather,SetPlayerLight (the players light gets reset every time they log out and restored to the default when they log in)
--This has been a long long time in coming. Let me know if you find anything I forgot to mention here.

ClientSide v1.3.0

-Forcewalk now works correctly
-Added dynamic night and a system for controlling the level of darkness server side
-Fixed a bug involving doors being open when the map editor was opened.
-Money objects are now not genericially called 'Gold Coins' at the bank and in guild

halls.
-Maps now have the options for it to be snowing or raining
-Maps now have a slidebar that represents the darkness level on that map.
-All gods are notified when a player joins a guild.
-Maximize button now fixes grey screens instead of changing the window size/state
-Added Light Source tile attribute
-Large sprites now work on players as well as monsters.
-If an NPC has nothing to sell, the trade window will not pop up
-Disabled classes no longer show up on the new character screen
-Removed "no such object" "see nothing interesting" "monster too far away" messages
-ATT2 Tile shifts now work correctly
--This has been a long long time in coming. Let me know if you find anything I forgot to mention here.

Posted at 9:05 PM EST

MASSIVE ODYSSEY UPDATE! Details forthcoming.

Posted at 8:31 PM EST

Thursday, February 16, 2006

Reinstalling my nForce drivers seemed to work, so registry up! Go make servers and play Odyssey!

Posted at 3:06 PM EST

Wednesday, February 15, 2006

Registry is up, but people can't connect. Don't know why. Seems Fishies can connect, but no one else. Weird, huh?

Posted at 11:05 PM EST

The reg will be down for a few hours for maintenance. Sorry for the any inconveniences this may cause.

Posted at 3:39 PM EST

Sunday, February 12, 2006

Sorry for the registry downtime. The registry is in the middle of a huge snowstorm right now. I was awake the first three times the power went out, so I was able to put it back up, but it went down again at 3 AM apparently... But now it's up!

Posted at 10:42 AM EST

Wednesday, February 1, 2006

I couldn't find my Visual Studio 6.0 CD, so I was unable to run the registry for a few days. I tried downloading and installing the runtime redistributable, which is supposed to contain all the files needed to run Visual Basic 6 programs, but it didn't work -_-. Today, I finally got ahold of a copy of Visual Basic 6 Enterprise Edition, so the registry is finally back up! The patch server was supposed to go back up around Monday. I'm not sure when it came online, but the patch server and website at Deadkitty are up, so go play Odyssey!

Friday, January 27, 2006

There was a power outage on Tuesday while this server was running and the hard drive and CPU failed. The web server is back up and running on a new computer, but I haven't installed Visual Studio, so the registry is still down. I'm slowly transferring files from the old hard drive using a Knoppix LiveCD (accessing the drive seems to crash Windows -_-) and the reg should be back up sometime over the weekend. Apparently it's been a bad month for Odyssey, as the patch server was taken down when the host had to reformat, and a planned release has been thwarted by Steve's motherboard failing and frying his hard drive.

Posted at 12:38 AM EST

Monday, January 16, 2006

Sorry, I forgot to include the file **MSWINSCK.OCX** that some people need to run **TempOdyssey.exe** and wasn't included in the original package. The link has been updated to include both files. Put MSWINSCK.OCX in the same folder as TempOdyssey (your usual Odyssey folder).

Posted at 7:49 PM EST

Sunday, January 15, 2006

The patch server at **Deadkitty** has been down since yesterday, but the registry (which is on the same server as this website) is still up! A **new program** that bypasses the patch server and connects directly to the registry is now in the downloads section. Download it, put it in your Odyssey folder, and be sure to spread the word!

Posted at 11:45 AM EST