

The OODYSSEY: MIDVALE

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Midvale Shut Down

Written by Senatious

Saturday, 11 April 2009

Midvale has closed its doors for the time being so that its staff can focus more closely on our next project, Seyerdin. We hope someday to bring it back online, but until then, please visit us at www.Seyerdin.com.

Class Balance Changes

Written by Senatious

Wednesday, 23 July 2008

A number of changes have been made to improve Clerics, Paladins and Thieves. These include:

- ▣ Backstab damage has been increased.
- ▣ Stalk damage has been increased.
- ▣ Mend's healing power has been increased slightly.
- ▣ Siphon Life has been improved slightly.
- ▣ Siphon Mana has been improved.
- ▣ Heal Self's healing power has been improved.

Class balancing is ongoing, and more changes may come if deemed necessary.

Client Update

Written by Senatious

Monday, 21 July 2008

Servers are back up, along with a client update! We think you'll be very pleased with this one. Smithy has spent some long, sleepless nights to get this one out to you guys, and has blessed us with this update.

Projectiles now show up properly to other players. Players no longer gain PK status for killing other players.

Ranged weapons are now repairable (make sure to repair any 0% bows).

Fixed random white box when targeting with certain spells.

Party HP now shows up properly on the party screen. Movement has been substantially improved, thanks to some help from Remote concerning the Nagle Algorithm.

Items in the inventory can now be moved around with the mouse, by dragging and dropping.

Run the Updater to update the client.

If you were having errors before, please try again. If the problems persist, please post in the forum, including the last few lines of your log.txt, in your Midvale folder.

POLLS

How is movement now?

- Still as bad as ever!
- Better than it was, but still not too good.
- Pretty good, still could use a few improvements.
- I have no real issues with it anymore.

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Enjoy!

Last Updated (Monday, 21 July 2008)

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