

The OODYSSEY: MIDVALE

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SYNDICATE

RSS 0.91

RSS 1.0



ATOM 0.3

OPML SHARE IT!

New Client

Written by Senatious

Sunday, 13 April 2008

Everyone needs to download the new client. It includes a number of fixes.

<http://www.midvalepk.com/MidvaleTest1.1.zip>

Back up!

Written by Senatious

Saturday, 12 April 2008

First hour or two of testing went as expected. Few crashes, few problems, and very informative. I am going to spend a while fixing up any scripts that may be causing the problems. When I'm done, the server will be back up.

Update: Back up.

Last Updated (Saturday, 12 April 2008)

Update

Written by Senatious

Saturday, 12 April 2008

Ok, I am in the process of compiling and uploading.

There are still a few problems that I feel you should be made aware of.

1. Projectiles (like Fireball) are working, but not perfectly. For one, the graphics are missing, so you can't technically see the Fireball yet.
2. After an item is enchanted, you must unequip it to see the enchantment.
3. There is a certain line that was used in many scripts all over old Midvale. This line now crashes the server. We have not yet found and removed all instances of it, so we expect crashes.
4. Cleric spells are largely not working, including Self Heal and buffs. Also, Paladins currently have Invulnerability.
5. Visit the List of Intentional Changes post for stuff we know is changed.

Problems 1-4 will be fixed very quickly.

<http://www.midvalepk.com/MidvaleTest1.0.zip>

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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And please remember this is a TEST. Please read the long post below this one.

Last Updated (Saturday, 12 April 2008)

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