

The OODYSSEY: MIDVALE

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Delay

Written by Senatious

Saturday, 05 April 2008

After a long, hard day, we've come to the conclusion that the beta release needs to be pushed back a while. Learning from Seyerdin's opening, we do not want to begin without everything as good as we can make it. We are currently now planning on opening next Saturday. Sorry for the delay.

Short Open Beta

Written by Senatious

Tuesday, 25 March 2008

We're going to have open beta starting the weekend of April 5th. It will last probably about a week, give or take, just long enough for us to gather the info we need and make sure everything is okay. As I said previously, your characters will not be available for this time, but we will likely provide free level 150 characters for testing purposes. These accounts will be wiped when we re-open. If you want to help out, just spend a couple hours looking around and report any discrepancies.

Update: Everything is looking like it will be on time. Still have a modest amount of work to do to ensure playability, but it should be ready by Saturday. Keep in mind that the purpose of the beta is to get feedback from the players so we can fix stuff we *know* will be broken or incorrect, such as spells and some equipment. Yes we are *planning* on these things not being right when the beta server goes up, so please don't be surprised when they're not yet as they were.

Last Updated (Wednesday, 02 April 2008)

Open Testing Soon

Written by Senatious

Tuesday, 19 February 2008

We're pretty much finished, thank goodness. We've got spells to finalize, some scripts to fix up, and a few minor bugs, and then we're ready. Now, like I have said before, no information (characters, items, etc) has been lost. However, for characters we had to make an external program that pulls your information out of the old database and re-forms it on the new one. So your account(s) will need to be recovered via this process. I'm not sure exactly yet of the method we'll be doing this, but basically you'll have one month to recover your accounts from us, before we shut down the program.

Pretty soon we'll have a short testing phase to make sure everything is ok. We'll be having this testing phase BEFORE restoring your characters, so that we can fix all bugs, inconsistencies, imbalances, etc, before your real characters are brought back. Basically we'll have to be readjusting items, weapons, stats, and so forth to be like before, which shouldn't take very long at all. Once spells are finished up, I'll make a post here and put up the testing client. I don't really expect people to "play" on the testing client like normally, but

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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- [General Discussion : Sen, Please Loo...](#) (1) by [Senatious](#)
- [Player vs Player : Dallas' "Attemp...](#) (13) by [Hardcore](#)

rather just to test everything (weapons, armor, spells, monsters, quests) to make sure it was working like before, and give me any feedback/bugs. You'll be able to set your own level when you get on the testing client.

Last Updated (Tuesday, 19 February 2008)

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