

# The OODYSSEY: MIDVALE

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## A Work in Progress... part 2

Written by Senatious

Saturday, 12 January 2008

Don't let my lack of updates fool you, we're still working diligently on fixing everything up. We hit a few bumps, but we've passed them all so far and everything is looking good. I want to clarify that all characters, possessions, houses, and so on, are currently slated to be entirely restored. On the off chance that we can't restore something, we will do our best to personally go from player to player to fix it up; but I don't foresee this needing to happen. Rest assured, any and all store purchases are safe.

We recently bought a much more expensive host server to host both Midvale and Seyerdin on; one that cost over 4 times as much as our previous server. So, there should be a fair deal less lag when it goes back up. Don't let rumormongers fool you, Smithy and I are the only ones who truly know whats going on, and we're both very satisfied with the current progress.

If you have any questions, feel free to post in the forums and I will answer them to the best of my ability.

## A Work in Progress...

Written by Senatious

Sunday, 30 December 2007

The Midvale Restoration Act is underway! We still have a fair deal of work ahead of us, but rest assured Midvale will be back before you know it. Keep in mind, there will undoubtedly be changes. Since we are restoring Midvale to a new client, a number of things will be different, at first anyways. We will do our best to make everything feel as close to as it did as we can.

The Seyerdin client is still in beta, and still has a number of bugs that we will be working out over time. However, with the change in clients comes many bonuses. We now have more control over Midvale than ever before, as well as stuff like Vista compatibility,

## Midvale's Return

Written by Senatious

Tuesday, 25 December 2007

We will be converting the Midvale server to the Seyerdin client, as soon as we can. It's a fair bit of work though, especially since the two clients are very different, but when we're done, expect a far superior experience that delivers the same fast-paced gameplay you've gotten used to.

We do not have a specific timeframe as to when it will be converted. We are doing it as soon as possible, but until it is done, we simply cannot give any sort of accurate estimation.

Last Updated ( Wednesday, 26 December 2007 )

## 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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lighting, and so on.

Keep in touch.

Midvale Start Screen

Last Updated ( Sunday, 30 December 2007 )

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