



How did you learn reverse engineering and how have you applied these skills throughout your time?

Iryont: Genuine interest in the subject. I was having a lot of fun cracking games (for my own purpose) or changing how they work.

Tibianic has undergone a transition period and turned into Medivia, could you describe the process of this transition?

Iryont: The process was quite simple and that was to get rid of everything Tibia related and slowly start from scratch (creation of mainland and its lore took way over 2 years).

What was the reason you decided to swap out all of the Tibia sprites on Medivia despite facing a large amount of disapproval from the community?

Iryont: Running OTS was never my dream, but rather a short period of time to learn a thing or two. After that it was either going my own way or simply shutting Tibianic down for good. There was no other choice.

What were the hardest challenges you encountered during the transition?

Iryont: It was just a game name change, nothing else. The hardest challenge was to get people to use name of Medivia instead of Tibianic.

Did you run any projects prior to RealOTS & Tibianic?

Iryont: No, I did not.

How have you used the original CipSoft files that Toor gave you, before they were publicly released?

Iryont: I did try to learn a thing or two but honestly nothing special came out of it, in fact it was more of a disappointment rather than anything. It was fun to run RealOTS for a limited period of time and that's about it.

What does Medivia's infrastructure look like? (See slide #7 for an example: [Inside Tibia - The Technical Infrastructure of an MMORPG](#)), is the game server written from scratch or based on something like TFS or OTServ, and which language/stack does it use?

Iryont: It is based on a very old revision of OTServ trunk from a time before TFS was even forked and started as a separate project. It is still the same language (C++), but a lot has changed over the period of over 14 years since it was initially forked. The infrastructure is quite simple, it consists of one web server, one login server and three nodes (EU, East Canada and West USA) where game servers are hosted at.

What kind of custom tools were developed for Tibianic / Medivia? (things like map editors, item editors, spriting aids or other things that help you and your team during development)

Iryont: We have some tools built from scratch such as e.g. objects editor (which actually does everything in one, object properties from both game client and game server, object sprites, and so on). Medivia map editor was based on open sourced Remere's map editor (an old one from years ago), but again, it was heavily modified since then (it has a proper lighting system, heavily optimized underlying structure of tiles storage, Lua scripting system for execution directly on the map itself, sound sources, shader sources, etc.).

Have you ever been in contact with CipSoft regarding any legal matters or any other reasons?

Iryont: I was never in contact with CipSoft.

Medivia was in the process of going on Steam, what happened to that plan?

Iryont: I have dropped that idea, simply because I stopped to see any benefits from adding Medivia on Steam. If the game is not interesting enough, then nothing will change it, so instead we simply focused on further development of the game itself.

As someone who has clearly excelled in building a reliable game to play for over 11 years, what would you tell aspiring server creators that might help them succeed?

Iryont: I suppose that would be to stop buying useless things off OTLand and just focus on the server itself, with the things available already for free. You don't need any closed source paid project to create a successful game.

Was RealOTS your first big project that got you started in this community?

Iryont: No, it was hosted later on, after Tibianic.

Regarding Medivia, what has been your greatest challenge in making it as successful as it is now?

Iryont: Greatest challenge... I honestly have no idea, there are bunch of things which were difficult enough, but I suppose the greatest challenge is spending actual time and taking care of the game.

In your opinion, what is the one most important thing that the OT dev community should work together towards, that would be of most benefit to community as a whole?

Iryont: It would be wise to stop expecting others to do work for you and share everything just because you feel somehow entitled to their work. Instead, if you want to work on something, just start working on it, someone will certainly join to help you. I have seen countless of threads on OTLand which were meant to somehow kickstart a community, but it never worked, simply because except for nice words of encouragement, no one did anything.

What's one most satisfying thing to do / work on on a daily basis when it comes to running Medivia (as a business)? And on the other hand what is the thing you dislike the most?

Iryont: The thing I dislike the most is arguing with my own players over technical terms of how the game works and why Medivia is way more demanding for hardware than Tibia was back in the days. It's difficult for some to understand how everything evolved over time. Medivia has a lot of advanced features which are simply way more demanding than Tibia. There is no comparison.

What was the funniest and saddest situation in Medivia history from your perspective?

Iryont: I never thought of this. I honestly don't know and it's difficult for me to come up with an answer.

Where do you see Comadsoft in the next 5-10 years?

Iryont: For now we are focusing on Medivia, but there were thoughts about either starting a new project or creating a Medivia game client for our website, the latter is more likely. That way Medivia could be played on any device, mostly mobile.

Are there any games you yourself are fond of playing when you have some free time?

Iryont: No, I'm afraid not. It does not give me any pleasure as it used to back in the days when I was a kid, so I prefer to create things and let others enjoy my work.

Do you have any other financial endeavors other than Medivia?

Iryont: Yes, I am electronics technician and hardware engineer (developing circuit boards, programming microcontrollers and FPGAs). You can find some of my public work (free to use) on Polish diyaudio.pl board (I did use nickname 3lite back then, even on OTLand, but it was changed later on to Iryont):

1. [DIYAudio.pl: Filtr cyfrowy - czyli jak interpolować](#)
2. [DIYAudio.pl: Nowy DAC :\)](#)
3. [DIYAudio.pl: USB Audio - forumowe "Amanero"](#)

What was your favorite thing you've ever worked on? Why?

Iryont: I suppose anything programming related which actually was a challenge to work on. There isn't any specific thing to be honest.

Who or what had the biggest impact on your career choices?

Iryont: My father did teach me a lot as an electronics technician himself, so I suppose it also got me interested in programming (whether that would be a microcontroller or a computer software).

If you had any 1 piece of sage advice for a new up and coming person what would it be?

Iryont: Don't give up, in fact, that's what always worked for me when I wanted to create something new. However, you have to believe in yourself despite everything else and be prepared to fail miserably countless of times.

The Tibia community is aging, what are some of the ways you draw new players who have never played Tibia or OTS before?

Iryont: There are no special ways to get someone play Medivia who didn't play Tibia before. It's a matter of that person's choice and preferences, so it is quite difficult to get new players.

New players often criticize the perspective and graphic style of Tibia. Has updating the graphics alleviated some of this criticism? How often do you see new players without prior Tibia/OTS experience?

Iryont: Such players do happen to join from time to time and with [our Discord community](#) they have much better help regarding the game, but in general most of them had some sort of experience before with similar games.

Do you have any plans for future projects that you'd like to work on? (Not necessarily related to the Tibia space)

Iryont: Yes, I do work and I do plan to work on a lot of projects, related to both real life things (electronics) and software based (computers). That's how you get yourself entertained and challenged.

Thank you Iryont on behalf of the entire OTAcademy community for your time and answers. We wish you and the Comadsoft team all the best on your journey with Medivia and potential future projects.

Special thanks to our community members for contributing their questions: luxureous, BigPoppa & Stan the man

Interviewed by Alpha, Cwiras, Phoenix & Shiva Shadowsong on behalf of OTAcademy.

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