Question 5  
 On question 5 i edited the spell Eternal Winter (exevo gran mas frigo), to be called with the word “frigo”, i edited the level and the cooldown also.This changes are on files:  
  
 forgottenserver\data\spells\spells.xml - line 68

otclientv8\modules\gamelib\spells.lua - line 50

I also edited the area of the spell to 4x4, i defined the matrix in the file:

forgottenserver\data\spells\lib\spells.lua - line 167

And called this matrix on file:

forgottenserver\data\spells\scripts\attack\eternal\_winter.lua - line 4

I tried edit the time of cast, but i couldn't do it.

Question 6

I made some changes on files:

forgottenserver\data\XML\shaders.xml

forgottenserver\data\XML\auras.xml

otclientv8\data\shaders\outfit\_rainbow\_fragment.frag

otclientv8\data\shaders\outfit\_rainbow\_vertex.frag

otclientv8\modules\game\_shaders\shaders.lua

Trying to see some changes on the client, but nothing happened.

Question 7

I implemented two buttons, that on click hide himself and shows the another. I also created a new button on the right side (next to Quest Tracker) called “Modal Button”, on click he evoke the modal with the two buttons.

I created the folder otclientv8\modules\game\_modal to this new module. All the changes for implement the buttons is there.

In the file:

otclientv8\modules\game\_interface\interface.otmod - line 45

I called the new module

I also tried implement the movement off the buttons, but i couldn’t do it