



Add Custom Auras BUI



NOTE: You must diff your client to enable “Use custom auras sprites” and I believe “Enable aura pass lv 99” and you should be good to go!

ADDING CUSTOM AURA FOR TRANS JOBS

- 1) Most people know how easy is to change the aura for trans jobs. Basically you just need the (aurafloat.tga, auraring.bmp, and freezing_circle.bmp) files. Usually you can get these files over at eathena in the [Graphic Enhancements](#) section/Other Graphics sub topic.
- 2) Most creators will compile the auras for you and all you have to do is copy those files into your “data/texture/effect” folder and you will be complete. On the blog I provide a simple aura made by “Ziex and another person”, which you can use if you want or look for your own aura!

- 3) After you pasted the required files in to the effect folder then once your trans job hits the max level or lv "99" you will see the custom aura sprite!

ADDING CUSTOMS AURA FOR 3RD JOBS

- 1) Many people for several months have been wondering where the aura files for these 3rd jobs classes are located at... The auras are located in the "data.grf" file in the effects folder. Some may have already tried to look there but could find nothing related to "aura files" since it was very easy for trans jobs! However, even I'm not too sure about how to make this simpler and if it is possible to make the aura less straining on the eyes like the default aura they have. Anyway, lets dive into this!

2) I have posted the files that you need to change in order for you to have a custom aura for your third jobs! Right now I'll do some explanation since there are some aura's out there that may not be great in appearance when they are converted into 3rd jobs aura. The one I gave to you is an aura from the creator which I forgot the name...But it seemed like a good aura but was "awful" when it was a 3rd job aura.

Okay, the cir0000-0002 files are the ring that surrounds the 3rd job class.

The cir_a-cir_c files are the tiny effects for the aura. (Not quite sure, please correct me so I can make this guide better)

The w_bubble01-w_bubble25/26 files are what also surround the aura also. For sure these bubbles are the waves that shoot out from the 3rd job aura.

3) So the thing is that for the aura you have to think how good it looks when it's on 3rd job class and also when it is simplified with "/aura". Also for Rag Re, I noticed that over 150+ you lose the ability to see your own aura, but other people are still able to view your aura and you can view other peoples. Trans jobs are the only ones that can see their aura above "lv 99", however third job class aren't able to.

So I wonder if one will have to do a Source edit to make third job aura like trans job aura!!

EXTRA SETUP

- 1) You may have to apply these settings so other people can view your aura pass a certain level. In the “conf/battle” folder open up “client.conf” and find these lines:

```
// NOTE: Default is 99. Values above 127 will probably behave
incorrectly.
// NOTE: If you don't know what this does, don't change it!!!
max_lv: 320
```

```
// 150 or more will be reported as having level 99 and show an aura.
aura_lv: 320
```

- 2) Usually you follow the directions of what they say, but set the level to the max of your server for both parameters. Save and exit when done!

- 3) For the source edit, go in to “src/map” and open up “battle.c” and find this line:

```
    {"max_lv",          &battle_config.max_lv,          320, 0, 320,   },
    {"aura_lv",        &battle_config.aura_lv,          320, 0, INT_MAX, },
```

Just follow the setup like I did, and replace the max levels of mine with yours. After that, save and recompile your whole servers. So that means you need your compiler and “clean all” and “rebuild all”.

NOW YOU'RE ALL DONE! HAVE FUN!!!