

ISXEQ2 - Bug #2110

Velocity member on actor always returns 0, 0, 0

2018-12-22 09:10 PM - rlane187

Status:	Closed
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>The velocity member of actor always return "0,0,0" on all actors regardless of movement. Velocity on character type still works correctly.</p> <p>I targeted in NPCs that were walking around and typed "echo \${Target.Velocity.XYZ}" into the console. In all cases, "0.0, 0.0, 0.0" was returned.</p>	

History

#1 - 2019-12-26 10:57 AM - Amadeus

- Status changed from New to Closed

The value used is taken from the same class in the client for both the actors and the character -- so, it's a limitation of what the server is providing to the client (i.e., the information is not available.)

You could make a new feature request asking for some way to tell if an actor is moving and I can look into it. But, this particular member appears to only work for the player character.