# ISXEQ2 - Bug #2262

## Actor member IsIdle only returns FALSE

2024-01-01 07:50 PM - Myzer

| | |
|---|---|
| **Status:** | New |
| **Priority:** | Normal |
| **Assignee:** | |
| **Category:** | |
| **Target version:** | |
| **vbulletin_issue_id:** | |

**Description**

echo ${Me.IsIdle}

Used to be used in a script to determine if the character had finished any activity after zoning. Now it only returns FALSE, regardless of the amount of time spent standing still and performing no actions.