

## ISXEQ2 - Feature - Enhancement #2267

### Character - Running/walking and switching between them

2024-02-14 11:47 AM - Kannkor

<b>Status:</b> New	<b>Start date:</b> 2024-02-14
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
<p>I feel like there was some conversation years and years ago these values were based on how quickly you are moving or something. Currently, I can't get the following to report anything other than FALSE: \${Me.IsWalking} \${Me.IsRunning} \${Me.IsSprinting}</p> <p>I'm wondering if there is a toggle on character memory that we would be able to read.</p> <p>While standing still, in your knowledge book, there is a ability called "Run/Walk" that will toggle this.</p> <p>Picture: <a href="https://cdn.discordapp.com/attachments/550454120520351745/1207381616641449995/image.png?ex=65df70c1&amp;is=65ccfbc1&amp;hm=16ae6c1b22c6b82eafa5725e6e3f2df1233eeef278464f919a9f9a169b5608bf&amp;">https://cdn.discordapp.com/attachments/550454120520351745/1207381616641449995/image.png?ex=65df70c1&amp;is=65ccfbc1&amp;hm=16ae6c1b22c6b82eafa5725e6e3f2df1233eeef278464f919a9f9a169b5608bf&amp;</a></p>	