

ISXEQ2 - Feature - Enhancement #2268

Character - Crouching/standing

2024-02-14 12:05 PM - Kannkor

Status: New	Start date: 2024-02-14
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
vbulletin_issue_id:	
Description	
<p>`\${Me.IsCrouching}` will report the proper value but only if you are not in combat. When you are in combat (I think it's specifically doing melee animations) it will report FALSE then go back to TRUE.</p> <p>Wondering if there is a toggle some where on the character data that we could read instead of whatever is being used now (the animation?).</p> <p>By default the crouch key is "z"</p>	