

## ISXEQ2 - List of Group related GameData (DynamicData) values

### Information

The following parameters will return a `[[ISXEQ2:eq2dynamicdata (Data Type)|eq2dynamicdata]]` object when accessed with the **GetGameData** member of `[[ISXEQ2:character (Data Type)|character]]`:

- Group.Group\_#.PetPower
- Group.Group\_#.PetHealth
- Group.Group\_#.PetName
- Group.Group\_#.Speaking
- Group.Group\_#.Effect1
- Group.Group\_#.Effect2
- Group.Group\_#.Effect3
- Group.Group\_#.Effect4
- Group.Group\_#.Effect5
- Group.Group\_#.Subclass
- Group.Group\_#.Class
- Group.Group\_#.Archetype
- Group.Group\_#.Race
- Group.Group\_#.Level
- Group.Group\_#.CurrentPower
- Group.Group\_#.MaxPower
- Group.Group\_#.PowerPercent
- Group.Group\_#.CurrentHealth
- Group.Group\_#.MaxHealth
- Group.Group\_#.HealthPercent
- Group.Group\_#.Name
- Group.Group\_#.InZone
- Group.Group\_#.Window

*(Note: # would be any number between 1 and 5.)*

### Example

- `echo ${Me.GetGameData["Group.Group_1.Class"].Label}`