

## ISXEQ2 - List of Raid 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]]:

- Raid.Member\_#.Effect1
- Raid.Member\_#.Effect2
- Raid.Member\_#.Effect3
- Raid.Member\_#.Effect4
- Raid.Member\_#.Effect5
- Raid.Member\_#.Speaking

*(Note: # would be any number between 1 and the maximum number of raid members.)*

### Example

- echo \${Me.GetGameData["Raid.Member\_1.Effect1"].Label}