ISXEQ2 - List of Character 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]]):

- Self.Experience
- Self.ExperienceNextLevel
- Self.ExperienceCurrent
- Self.ExperienceDebtCurrent
- Self.ExperienceBubble
- Self.Vitality
- Self.VitalityUpperMarker
- Self.VitalityLowerMarker
- Self.VitalityOverflowMarker
- Self.TSVitality
- Self.TSVitalityUpperMarker
- Self.TSVitalityLowerMarker
- Self.TSVitalityOverflowMarker
- Self.TradeskillExperience
- Self.TradeskillExperienceNextLevel
- Self.TradeskillExperienceCurrent
- Self.TSExperienceDebtCurrent
- Self.TradeskillExperienceBubble
- Self.TitheExperience
- Self.TitheExperienceNextLevel
- Self.TitheExperienceCurrent
- Self.TitheExperienceBubble
- Self.TitheVitalityOverflowMarker
- Self.AscensionLevel
- Self.AscensionExperience
- Self.AscensionExperienceNextLevel
- Self.AscensionExperienceCurrent
- Self.AscensionExperienceBubble

Example

- echo ${Me.GetGameData["Self.Experience"].Label}