ISXEQ2 - Bug #2155

Oddities with ${Me.IsRunning} and ${Me.IsWalking}

2020-08-15 01:16 AM - rawfle

Status:	New	
Priority:	Normal	
Assignee:	Amadeus	
Category:	Broken Feature(s)	
Target version:		
vbulletin_issue_id:		

Description
The functions appear to be hitting a bit of a hiccup; logging into a character, and starting auto run (numlock by default) and then entering echo ${Me.IsRunning} Will report FALSE, if you are actually running, but TRUE if you are walking. Using the same example, ${IsWalking} will report FALSE whether you are walking, or running (shift+r by default to toggle 'walk'). Easiest summary is that ${Me.IsWalking} is currently nonfunctional (always reports FALSE) - And ${Me.IsRunning} only reports TRUE, if you are actually walking.