### 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}