

### **[Physics]**

```
; Gravity coef (1.0 = standard gravity)
gravity_coef = F, def 1.0
```

### **[/Physics]**

### **[Forces\_computation]**

```
; new anti skidding forces computation (takes angular momentum into account)
new_antiskidding_forces = B, def TRUE
```

### **[/Forces\_computation]**

### **[PFD]**

### **[/PFD]**

### **[Collisions]**

```
; elasticity of collisions car / background, between 0 and 1
elasticity = F, def 0, min 0, max 1
```

```
; solid friction = solid_friction_const + <shock normal impulse> *
solid_friction_coef
solid_friction_coef = F, def 0, min 0
solid_friction_const = F, def 0, min 0
```

```
; height of the collision lower plane (0 = the plane is the bounding box lower
plane)
```

```
lower_plane_height = F, def 0
```

```
; distance to the road (in meters) from which the car is repositionned on the
last guide
```

```
max_dist_to_road = F, def 20, min 0
```

### **[/Collisions]**

### **[Surface]**

```
; grip coef of the surface
grip_coef = F, def 1.0, min 0
```

```
; sinking depth (snow...)
sinking_depth = F, def 0
```

```
; bumps amplitude (grass...)
bumps_amplitude = F, def 0, min 0
```

### **[/Surface]**