

```
STR = mecha.str
```

```
[Physics]  
[/Physics]
```

```
[Forces_computation]  
[/Forces_computation]
```

```
[PFD]  
[/PFD]
```

```
[Collisions]
```

```
; elasticity of collisions car / background, between 0 and 1  
elasticity = 0.2
```

```
; solid friction = solid_friction_const + <shock normal impulse> *  
solid_friction_coeff  
solid_friction_coeff = 0.1  
solid_friction_const = 10
```

```
; height of the collision lower plane (0 = the plane is the bounding box lower  
plane)  
lower_plane_height = 0.0
```

```
[/Collisions]
```

```
; the surfaces must be in the order of their property index (T_Type member of  
the polygons)
```

```
[Surface]
```

```
[Surface:tarmac]
```

```
grip_coeff = 1.0
```

```
[/Surface:tarmac]
```

```
[Surface:dusty_tarmac]
```

```
[/Surface:dusty_tarmac]
```

```
[Surface:wet_tarmac]
```

```
[/Surface:wet_tarmac]
```

```
[Surface:soaking_tarmac]
```

```
[/Surface:soaking_tarmac]
```

```
[Surface:not_smoothed_tarmac]
```

```
grip_coeff = 1.0
[/Surface:not_smoothed_tarmac]

[Surface:lightly_snowy_tarmac]
[/Surface:lightly_snowy_tarmac]

[Surface:very_snowy_tarmac]
[/Surface:very_snowy_tarmac]

[Surface:grass]
[/Surface:grass]

[Surface:scrubland]
[/Surface:scrubland]

[Surface:soil]
[/Surface:soil]

[Surface:bushy]
[/Surface:bushy]

[Surface:shoulder]
[/Surface:shoulder]

[Surface:snow]
[/Surface:snow]

[Surface:ice]
[/Surface:ice]
[/Surface]
```