

# Car Settings

This page documents how car types/physics is stored in the Micro Machines binaries

- All names/values below refer to the unmodified version of micro machines

## Car/Track Indexes

Car types are indexed from 0x00-0x1F and follow the same order as [this page](#)

There are at least 3 types of track index in the game, but we only care about two; let's name them TrackSelectionIndex and TrackPhysicsSelectionIndex:

Track Name	TrackSelectionIndex	TrackPhysicsSelectionIndex	Keep Unmodified
Cheesey Jumps	1	0x1	
Cereal Killer	2	0x2	
Breakfast At Cherry's	3	0x3	Yes
Super Bowl	4	0x4	
Hair Of The Dog	5	0x5	
Wipeup	6	0x6	Yes
Brake-Fast Bends	7	0x28 (not a typo!)	
Destruction Dirtbox	11	0x7	Yes
Beware of the Dog	12	0x8	Yes
Toad Rage	13	0x9	Yes
Snail Trail	14	0xA	Yes
Splash N Dash	15	0xB	Yes
Pond Life	16	0xC	
Crash and Fern	17	0xD	
Swerve Shot	21	0xE	Yes
Rack N Roll	22	0xF	Yes
Right On Cue	23	0x10	
Pot Luck	24	0x11	
Love Triangle	25	0x0 (not a typo!)	Yes
Stinky Sinks	31	0x12	Yes
Pulling Power	32	0x13	Yes
Interesting Voyage	33	0x14	
Formula X	34	0x15	
Bio Hazard	35	0x16	Yes
Periodic Park	36	0x17	
Chemical Warfare	37	0x18	
Pebble Dash	51	0x19	
Bikini Blazer	52	0x1A	Yes
Beached Buggies	53	0x1B	
Bucket and Speed	54	0x1C	
Sand Blaster	55	0x1D	Yes
Dunes Of Hazard	56	0x29 (not a typo!)	
Vindaloo Drive Thru	61	0x1E	Yes
Baguette Balance	62	0x1F	
The Main Course	63	0x20	
Tanks Alot	64	0x21	
Fast Food	65	0x22	

Calculator Risk	71	0x23	Yes
Trucker's Luck	72	0x24	
Text Book Manoeuver	73	0x25	Yes
Must Try Harder	74	0x26	Yes
Learning Curves	75	0x27	Yes
School Rulez	76	0x2B (not a typo!)	

Note that:

- TrackSelectionIndex follows right then down on the track selection screen jumping by 10 for each row (with a jump of 20 for skipping Cherry's driving school)
- TrackPhysicsSelectionIndex tries to do the same without a 10 jump between rows, but goes out of sequence for 4 tracks

## Car Type Data (By Track)

### First Car

Location In PS1 Version (Packed)	Data Sector Location in PC Version	Index Used	Bytes Per Track
AEB CD6C	0046C248	TrackSelectionIndex	1

### Second Car (for teams / splash transformation)

Location In PS1 Version (Packed)	Data Sector Location in PC Version	Index Used	Bytes Per Track
AEB CD BC	0046C298	TrackSelectionIndex	1

This data is stored in the MICRO.{LANGCODE} files on the PS1 disc (as a result this data varies by language!)

## Car Physics Data (By Car Type)

Location In PS1 Version (Packed)	Data Sector Location in PC Version	Index Used	Bytes Per Car Type
AEB B78C	00474270	0x00->0x1F	10 x WORD = 20 bytes

WORD	Property	Scale Relative To Car Physics Data (By Track)
0	Grip	0.1
1	Object Collision Impact	0.25
2	Braking Power?	N/A
3	Top Speed	0.01
4	Reverse Related?	N/A
5	Turning Speed	1
6	Sliding Friction	1
7	Acceleration	1
8	??	N/A
9	??	N/A

This data is stored in the MICRO.{LANGCODE} files on the PS1 disc (as a result this data varies by language!)

## Car Physics Data (By Track)

Location In PS1 Version (Packed)	Data Sector Location in PC Version	Index Used	Bytes Per Track
AEB BC1C	004745D8	TrackPhysicsSelectionIndex	6

Please note:

- Acts as an override for the above but is only active if the first byte (acceleration) is not zero
- This doesn't actually override all the physics from the car type (see the N/A fields)
- The first block contains all 0s (so Love Triangle always defaults to the car type physics!)
- This data is stored in the MICRO.{LANGCODE} files on the PS1 disc (as a result this data varies by language!)

Byte	Property
0	Acceleration
1	Top Speed
2	Grip
3	Object Collision Impact (0 = max)
4	Turning Speed
5	Sliding Friction

## Turbo Starts

The only 2 settings that appear to impact turbo starts are Top Speed (the turbo start final speed) and the Object Collision Impact (lower value => slower turbo start)

- Note that some sort of integer overflow appears to occur if the top speed is too high and you'll end up going backwards!
- For this reason you probably don't want to set Top Speed any higher than 0xCC (physics by track)