ACC Shared Memory v1.7.4

Field is working as intended Field is not used by ACC

New / reworked entry(/ies) since last build

* indicates double fields

Order of wheels:

Front Left	FL
Front Right	FR
Rear Left	RL
Rear Right	RR

SPageFilePhysics

The following members change at each graphic step. They all refer to the player's car.

int packetId	Current step index
float gas	Gas pedal input value (from -0 to 1.0)
float brake	Brake pedal input value (from -0 to 1.0)
float fuel	Amount of fuel remaining in kg
int gear	Current gear
int rpm	Engine revolutions per minute
float steerAngle	Steering input value (from -1.0 to 1.0)
float speedKmh	Car speed in km/h
float velocity[3]	Car velocity vector in global coordinates
float accG[3]	Car acceleration vector in global coordinates
float wheelSlip[4]	Tyre slip for each tyre [FL, FR, RL, RR]
float wheelLoad[4]	Wheel load for each tyre [FL, FR, RL, RR]
float wheelPressure[4]	Tyre pressure [FL, FR, RL, RR]
float wheelAngularSpeed[4]	Wheel angular speed in rad/s [FL, FR, RL, RR]
float tyreWear[4]	Tyre wear [FL, FR, RL, RR]
float tyreDirtyLevel[4]	Dirt accumulated on tyre surface [FL, FR, RL, RR]
<pre>float TyreCoreTemp[4] *</pre>	Tyre rubber core temperature [FL, FR, RL, RR]
float camberRAD[4]	Wheels camber in radians [FL, FR, RL, RR]
float suspensionTravel[4]	Suspension travel [FL, FR, RL, RR]
float drs	DRS on
float tc **	TC in action
float heading	Car yaw orientation
float pitch	Car pitch orientation

float roll	Car roll orientation
float cgHeight	Centre of gravity height
float carDamage[5]	Car damage: front 0, rear 1, left 2, right 3, centre 4
int numberOfTyresOut	Number of tyres out of track
int pitLimiterOn	Pit limiter is on
float abs ***	ABS in action
float kersCharge	Not used in ACC
float kersInput	Not used in ACC
int autoshifterOn	Automatic transmission on
float rideHeight[2]	Ride height: 0 front, 1 rear
float turboBoost	Car turbo level
float ballast	Car ballast in kg / Not implemented
float airDensity	Air density
float airTemp	Air temperature
float roadTemp	Road temperature
float localAngularVel[3]	Car angular velocity vector in local coordinates
float finalFF	Force feedback signal
float performanceMeter	Not used in ACC
int engineBrake	Not used in ACC
int ersRecoveryLevel	Not used in ACC
int ersPowerLevel	Not used in ACC
int ersHeatCharging	Not used in ACC
int ersIsCharging	Not used in ACC
float kersCurrentKJ	Not used in ACC
int drsAvailable	Not used in ACC
int drsEnabled	Not used in ACC
float brakeTemp[4]	Brake discs temperatures
float clutch	Clutch pedal input value (from -0 to 1.0)
float tyreTempI[4]	Not shown in ACC
float tyreTempM[4]	Not shown in ACC
float tyreTemp0[4]	Not shown in ACC
int isAIControlled	Car is controlled by the AI
<pre>float tyreContactPoint[4][3]</pre>	Tyre contact point global coordinates [FL, FR, RL, RR]
float tyreContactNormal[4][3]	Tyre contact normal [FL, FR, RL, RR] [x,y,z]
Float tyreContactHeading[4][3]	Tyre contact heading [FL, FR, RL, RR] [x,y,z]
float brakeBias	Front brake bias, see Appendix 4
float localVelocity[3]	Car velocity vector in local coordinates
int P2PActivation	Not used in ACC
int P2PStatus	Not used in ACC
float currentMaxRpm	Maximum engine rpm
float mz[4]	Not shown in ACC

	1
float fx[4]	Not shown in ACC
float fy[4]	Not shown in ACC
float slipRatio[4]	Tyre slip ratio [FL, FR, RL, RR] in radians
float slipAngle[4]	Tyre slip angle [FL, FR, RL, RR]
<pre>int tcinAction **</pre>	TC in action
<pre>int absInAction ***</pre>	ABS in action
float suspensionDamage[4]	Suspensions damage levels [FL, FR, RL, RR]
<pre>float tyreTemp[4] *</pre>	Tyres core temperatures [FL, FR, RL, RR]
float waterTemp	Water Temperature
float brakePressure[4]	Brake pressure [FL, FR, RL, RR] see Appendix 2
int frontBrakeCompound	Brake pad compund front
int rearBrakeCompound	Brake pad compund rear
float padLife[4]	Brake pad wear [FL, FR, RL, RR]
float discLife[4]	Brake disk wear [FL, FR, RL, RR]
int ignitionOn	Ignition switch set to on?
int starterEngineOn	Starter Switch set to on?
int isEngineRunning	Engine running?
float kerbVibration	vibrations sent to the FFB, could be used for motion rigs
float slipVibrations	vibrations sent to the FFB, could be used for motion rigs
float gVibrations	vibrations sent to the FFB, could be used for motion rigs
float absVibrations	vibrations sent to the FFB, could be used for motion rigs

SPageFileGraphic

The following members are updated at each graphical step. They mostly refer to player's car except for carCoordinates and carID, which refer to the cars currently on track.

ACC_STATUS status ACC_SESSION_TYPE session See enums ACC_SESSION_TYPE wchar_t currentTime[15] wchar_t lastTime[15] wchar_t bestTime[15] Last lap time in wide character wchar_t split[15] Last lap time in wide character wchar_t split[15] Last split time in wide character wchar_t split (not split split split split in the character wchar_t last in the in milliseconds int iLast lap time in milliseconds int current Sector Index Car is pitting int current Sector Index Int last sector time in milliseconds int number of completed laps wchar_t tyreCompound[33] Tyre compound used Ploat replayTimeMultiplier Not used in ACC Float normalizedCarPosition Car position on track spline (0.0 start to 1.0) Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID Float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane Car is in pit lane float surfaceGrip int mandatoryPitDone Mandatory pit is completed Wind speed in m/s float windDirection wind direction in radians int isSetupMenuVisible int mainDisplayIndex	int packetId	Current step index
wchar_t currentTime[15] Current lap time in wide character wchar_t lastTime[15] Last lap time in wide character wchar_t split[15] Best lap time in wide character wchar_t split[15] Last split time in wide character int completedLaps * No of completed laps int position Current player position int iCurrentTime Current lap time in milliseconds int iLastTime Last lap time in milliseconds int iBestTime Best lap time in milliseconds float sessionTimeLeft Session time left float distanceTraveLed Distance travelled in the current stint int isInPit Car is pitting int currentSectorIndex Current track sector int lastSectorTime Last sector time in milliseconds int numberOfLaps * Number of completed laps wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier Not used in ACC float normalizedCarPosition Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int	•	-
wchar_t lastTime[15] Last lap time in wide character wchar_t split[15] Best lap time in wide character int completedLaps * No of completed laps int position Current player position int it itastTime Last lap time in milliseconds int itestTime Best lap time in milliseconds int itestTime Best lap time in milliseconds int itestTime Best lap time in milliseconds int distanceTraveled Distance travelled in the current stint int isInPit Car is pitting int currentSectorIndex Current track sector int numberOfLaps * Number of completed laps wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier Not used in ACC float normalizedCarPosition Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int activeCars Number of cars on track float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE penalty See enums ACC_PENALTY_TYPE int idealLineOn <td>ACC_SESSION_TYPE session</td> <td>See enums ACC_SESSION_TYPE</td>	ACC_SESSION_TYPE session	See enums ACC_SESSION_TYPE
wchar_t bestTime[15] Best lap time in wide character wchar_t split[15] Last split time in wide character int completedLaps * No of completed laps int position Current player position int icurrentTime Current lap time in milliseconds int it itestTime Last lap time in milliseconds int itestTime Best lap time in milliseconds float sessionTimeLeft Session time left float distanceTraveled Distance travelled in the current stint int isInPit Car is pitting int currentSectorIndex Current track sector int lastSectorTime Last sector time in milliseconds int numberOfLaps * Number of completed laps wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier Not used in ACC float normalizedCarPosition Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag		Current lap time in wide character
wchar_t split[15] Last split time in wide character int completedLaps * No of completed laps int position Current player position int iCurrentTime Current lap time in milliseconds int iLastTime Last lap time in milliseconds int iBestTime Best lap time in milliseconds int iBestTime Best lap time in milliseconds int iBestTime Car is pitting int currentSectorImeLeft float distanceTraveled Distance travelled in the current stint int isInPit Car is pitting int currentSectorIndex Current track sector int lastSectorTime Last sector time in milliseconds int numberOfLaps * Number of completed laps Tyre compound used float replayTimeMultiplier Not used in ACC Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID Player Car ID Player Car ID Float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE penalty See enums ACC_FLAG_TYPE int idealLineOn int isInPitLane Car is in pit lane float surfaceGrip Returns always 0 int mandatoryPitDone Mandatory pit is completed float windSpeed Wind speed in m/s wind direction in radians int isSetupMenuVisible Car is working on setup	<pre>wchar_t lastTime[15]</pre>	Last lap time in wide character
int completedLaps * No of completed laps Current player position int iCurrentTime Current lap time in milliseconds int iLastTime Last lap time in milliseconds int iBestTime Best lap time in milliseconds float sessionTimeLeft Session time left float distanceTraveled Distance travelled in the current stint Car is pitting int currentSectorIndex Current track sector int lastSectorTime Last sector time in milliseconds int numberOfLaps * Number of completed laps wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier Not used in ACC float normalizedCarPosition Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip Returns always 0 int mandatoryPitDone float windSpeed Wind speed in m/s wind direction in radians int isSetupMenuVisible Car is working on setup	<pre>wchar_t bestTime[15]</pre>	Best lap time in wide character
int completedLaps * No of completed laps Current player position int iCurrentTime Current lap time in milliseconds int iLastTime Last lap time in milliseconds int iBestTime Best lap time in milliseconds float sessionTimeLeft Session time left float distanceTraveled Distance travelled in the current stint Car is pitting int currentSectorIndex Current track sector int lastSectorTime Last sector time in milliseconds int numberOfLaps * Number of completed laps wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier Not used in ACC float normalizedCarPosition Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip Returns always 0 int mandatoryPitDone float windSpeed Wind speed in m/s wind direction in radians int isSetupMenuVisible Car is working on setup	wchar_t split[15]	Last split time in wide character
int iCurrentTime		No of completed laps
int iLastTime int iBestTime Best lap time in milliseconds float sessionTimeLeft Session time left float distanceTraveled Distance travelled in the current stint int isInPit car is pitting int currentSectorIndex Current track sector int lastSectorTime Last sector time in milliseconds int numberOfLaps * wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier Not used in ACC float normalizedCarPosition int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID float penaltyTime ACC_FLAG_TYPE flag See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip Returns always 0 int mandatoryPitDone float windSpeed float windSpeed Wind speed in m/s wind direction in radians int isSetupMenuVisible Car is working on setup	int position	Current player position
int iBestTime float sessionTimeLeft float distanceTraveled pistance travelled in the current stint int isInPit car is pitting int currentSectorIndex current track sector int lastSectorTime last sector time in milliseconds int numberOfLaps * wchar_t tyreCompound[33] float replayTimeMultiplier float normalizedCarPosition int activeCars float carCoordinates[60][3] coordinates of cars on track int carID[60] float penaltyTime ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float windSpeed float windDirection int isSetupMenuVisible Best lap time in milliseconds Session time left Sesion time left Sex intime Last sector time in milliseconds humber of cornselled laps Tyre compound used Number of completed laps Not used in ACC Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track Car position on track spline (0.0 start to 1.0) Player Car ID Player Car ID Float penaltyTime Penalty time to wait See enums ACC_FLAG_TYPE See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE int idealLineOn Ideal line on Amodatory pit lane float windSpeed Wind speed in m/s wind direction in radians int isSetupMenuVisible Car is working on setup	int iCurrentTime	Current lap time in milliseconds
float sessionTimeLeft float distanceTraveled Distance travelled in the current stint int isInPit Car is pitting int currentSectorIndex Current track sector int lastSectorTime Last sector time in milliseconds int numberOfLaps * Wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier Not used in ACC float normalizedCarPosition Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID Player Car ID Penalty time to wait ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE penalty See enums ACC_PENALTY_TYPE int idealLineOn int isInPitLane float surfaceGrip Returns always 0 int mandatoryPitDone float windSpeed float windDirection wind direction in radians int isSetupMenuVisible Car is working on setup	int iLastTime	Last lap time in milliseconds
float distanceTraveled int isInPit Car is pitting int currentSectorIndex Current track sector int lastSectorTime Last sector time in milliseconds int numberOfLaps * wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier Not used in ACC float normalizedCarPosition int activeCars float carCoordinates[60][3] Car IDs of cars on track int carID[60] float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Car is working on setup	int iBestTime	Best lap time in milliseconds
int isInPit int currentSectorIndex Current track sector Last sector time in milliseconds int numberOfLaps * Number of completed laps wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier float normalizedCarPosition int activeCars Number of cars on track spline (0.0 start to 1.0) int activeCars Number of cars on track float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty See enums ACC_PENALTY_TYPE int idealLineOn int isInPitLane float surfaceGrip Returns always 0 int mandatoryPitDone float windSpeed Wind speed in m/s float windDirection int isSetupMenuVisible Car is working on setup	float sessionTimeLeft	Session time left
int currentSectorIndex int lastSectorTime Last sector time in milliseconds int numberOfLaps * Number of completed laps wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier float normalizedCarPosition int activeCars float carCoordinates[60][3] Coordinates of cars on track float carID[60] Car IDs of cars on track int playerCarID float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed Wind speed in m/s float windDirection int isSetupMenuVisible Current track sector Last sector time in milliseconds Number of completed laps Not used in ACC Car position on track spline (0.0 start to 1.0) Car position on track spline (0.0 start to 1.0) Player of cars on track Car IDs of cars on track East ID Penalty time to wait ACC_FLAG_TYPE ACC_PENALTY_TYPE ACC_PENALTY_TYPE int ideal line on Ideal line on Mandatory pit is completed Wind speed in m/s float windDirection wind direction in radians int isSetupMenuVisible Car is working on setup	float distanceTraveled	Distance travelled in the current stint
int lastSectorTime int numberOfLaps * Number of completed laps Tyre compound used float replayTimeMultiplier float normalizedCarPosition int activeCars float carCoordinates[60][3] Car lDs of cars on track float carID[60] float penaltyTime ACC_FLAG_TYPE flag ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Last sector time in milliseconds Number of completed laps Not used in ACC Car position on track spline (0.0 start to 1.0) int activeCars Number of cars on track Car position on track spline (0.0 start to 1.0) Car position on track spline (0.0 start to 1.0) Car position on track spline (0.0 start to 1.0) Player Car ID Player Car ID Penalty time to wait See enums ACC_FLAG_TYPE See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE int ideal line on int isInPitLane float surfaceGrip Returns always 0 Mandatory pit is completed Wind speed in m/s Wind direction in radians int isSetupMenuVisible Car is working on setup	int isInPit	Car is pitting
int numberOfLaps * wchar_t tyreCompound[33] Tyre compound used float replayTimeMultiplier float normalizedCarPosition int activeCars float carCoordinates[60][3] Coordinates of cars on track float carID[60] Car IDs of cars on track int playerCarID float penaltyTime ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty fint idealLineOn int isInPitLane float surfaceGrip Returns always 0 int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Number of completed laps Tyre compound used Number of completed laps Tyre compound used Number of completed laps Tyre compound used Tyre compound used Not used in ACC Car position on track spline (0.0 start to 1.0) Car IDs of cars on track Car IDs of cars on track Car IDs of cars on track Player Car ID Penalty time to wait See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE int idealLineOn int isInPitLane float surfaceGrip Returns always 0 Mandatory pit is completed Wind speed in m/s Wind direction in radians int isSetupMenuVisible Car is working on setup	int currentSectorIndex	Current track sector
### Tyre Compound used Float replayTimeMultiplier	int lastSectorTime	Last sector time in milliseconds
float replayTimeMultiplier float normalizedCarPosition int activeCars float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty See enums ACC_FLAG_TYPE int idealLineOn int isInPitLane float surfaceGrip Returns always 0 int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Not used in ACC Car position on track spline (0.0 start to 1.0) Number of cars on track Car lDs of cars on track Player Car ID Penalty time to wait See enums ACC_FLAG_TYPE See enums ACC_FLAG_TYPE Car is in pit lane float surfaceGrip Returns always 0 int mandatoryPitDone float windSpeed Car is working on setup	<pre>int numberOfLaps *</pre>	Number of completed laps
float normalizedCarPosition int activeCars float carCoordinates[60][3] Coordinates of cars on track Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID float penaltyTime ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Car position on track spline (0.0 start to 1.0) Number of cars on track Coordinates of cars on track Car IDs of cars on track Player Car ID Penalty time to wait See enums ACC_FLAG_TYPE See enums ACC_FLAG_TYPE See enums ACC_PENALTY_TYPE int idealLineOn Ideal line on Car is in pit lane float surfaceGrip Mandatory pit is completed Wind speed in m/s Wind direction in radians int isSetupMenuVisible Car is working on setup	<pre>wchar_t tyreCompound[33]</pre>	Tyre compound used
int activeCars float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID float penaltyTime ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Number of cars on track Car IDs of car IDs Car IDs of cars on track Car IDs of car IDs Car IDs of cars on	float replayTimeMultiplier	Not used in ACC
float carCoordinates[60][3] Coordinates of cars on track int carID[60] Car IDs of cars on track int playerCarID Player Car ID float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty See enums ACC_PENALTY_TYPE int idealLineOn int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed float windSpeed Wind speed in m/s float windDirection int isSetupMenuVisible Car IDs of cars on track Player Car ID Player Car ID	float normalizedCarPosition	Car position on track spline (0.0 start to 1.0)
int carID[60] Car IDs of cars on track int playerCarID Player Car ID float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE penalty See enums ACC_PENALTY_TYPE int idealLineOn Ideal line on car is in pit lane float surfaceGrip Returns always 0 int mandatoryPitDone Mandatory pit is completed float windSpeed Wind speed in m/s float windDirection wind direction in radians int isSetupMenuVisible Car is working on setup	int activeCars	Number of cars on track
int playerCarID float penaltyTime ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Player Car ID Penalty time to wait See enums ACC_FLAG_TYPE See enums ACC_PENALTY_TYPE Ideal line on Car is in pit lane Returns always 0 Mandatory pit is completed Wind speed in m/s wind direction in radians Car is working on setup	float carCoordinates[60][3]	Coordinates of cars on track
float penaltyTime Penalty time to wait ACC_FLAG_TYPE flag See enums ACC_FLAG_TYPE ACC_PENALTY_TYPE penalty See enums ACC_PENALTY_TYPE int idealLineOn Ideal line on int isInPitLane Car is in pit lane float surfaceGrip Returns always 0 int mandatoryPitDone Mandatory pit is completed float windSpeed Wind speed in m/s float windDirection wind direction in radians int isSetupMenuVisible Car is working on setup	<pre>int carID[60]</pre>	Car IDs of cars on track
ACC_FLAG_TYPE flag ACC_PENALTY_TYPE penalty See enums ACC_PENALTY_TYPE int idealLineOn Ideal line on Car is in pit lane float surfaceGrip Returns always 0 int mandatoryPitDone Mandatory pit is completed Wind speed in m/s float windDirection wind direction in radians int isSetupMenuVisible Car is working on setup	int playerCarID	Player Car ID
ACC_PENALTY_TYPE penalty int idealLineOn int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible See enums ACC_PENALTY_TYPE Ideal line on Car is in pit lane Returns always 0 Mandatory pit is completed Wind speed in m/s wind direction in radians Car is working on setup	float penaltyTime	Penalty time to wait
int idealLineOn int isInPitLane Car is in pit lane float surfaceGrip Returns always 0 int mandatoryPitDone Mandatory pit is completed Wind speed in m/s float windDirection int isSetupMenuVisible Ideal line on Car is in pit lane Returns always 0 Mandatory pit is completed Wind speed in m/s Car is working on setup	ACC_FLAG_TYPE flag	See enums ACC_FLAG_TYPE
int isInPitLane float surfaceGrip int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Car is in pit lane Returns always 0 Mandatory pit is completed Wind speed in m/s wind direction in radians Car is working on setup	ACC_PENALTY_TYPE penalty	See enums ACC_PENALTY_TYPE
float surfaceGrip int mandatoryPitDone float windSpeed float windDirection int isSetupMenuVisible Returns always 0 Mandatory pit is completed Wind speed in m/s wind direction in radians Car is working on setup	int idealLineOn	Ideal line on
int mandatoryPitDone Mandatory pit is completed float windSpeed Wind speed in m/s float windDirection wind direction in radians int isSetupMenuVisible Car is working on setup	int isInPitLane	Car is in pit lane
float windSpeed Wind speed in m/s float windDirection wind direction in radians int isSetupMenuVisible Car is working on setup	float surfaceGrip	Returns always 0
float windDirection wind direction in radians int isSetupMenuVisible Car is working on setup	int mandatoryPitDone	Mandatory pit is completed
int isSetupMenuVisible Car is working on setup	float windSpeed	Wind speed in m/s
•	float windDirection	wind direction in radians
int mainDisplayIndex current car main display index, (Appendix 1)	int isSetupMenuVisible	Car is working on setup
	int mainDisplayIndex	current car main display index, (Appendix 1)

int secondaryDisplyIndex	current car secondary display index
int TC	Traction control level
int TCCUT	Traction control cut level
int EngineMap	Current engine map
int ABS	ABS level
float fuelXLap	Average fuel consumed per lap in liters
int rainLights	Rain lights on
int flashingLights	Flashing lights on
int lightsStage	Current lights stage
float exhaustTemperature	Exhaust temperature
int wiperLV	Current wiper stage
int driverStintTotalTimeLeft	Time the driver is allowed to drive/race (ms)
int driverStintTotatTimeLeft	Time the driver is allowed to drive/race (ms) Time the driver is allowed to drive/stint (ms)
	\
<pre>int rainTyres int sessionIndex</pre>	Are rain tyres equipped
float usedFuel	Lload fuel since lest time refueling
	Used fuel since last time refueling Delta time in wide character
<pre>wchar_t deltaLapTime[15]</pre>	
int iDeltaLapTime	Delta time time in milliseconds
wchar_t estimatedLapTime [15]	Estimated lap time in milliseconds
int iEstimatedLapTime	Estimated lap time in wide character
int isDeltaPositive	Delta positive (1) or negative (0)
int iSplit	Last split time in milliseconds
int isValidLap	Check if Lap is valid for timing
float fuelEstimatedLaps	Laps possible with current fuel level
wchar_t trackStatus[33]	Status (Green, Fast, Optimum, Damp, Wet)
int missingMandatoryPits	Mandatory pitstops the player still has to do
float Clock	Time of day in seconds
int directionLightsLeft	Is Blinker left on
int directionLightsRight	Is Blinker right on
int GlobalYellow	Yellow Flag is out?
Int GlobalYellow1	Yellow Flag in Sector 1 is out?
int GlobalYellow2	Yellow Flag in Sector 2 is out?
int GlobalYellow3	Yellow Flag in Sector 3 is out?
int GlobalWhite	White Flag is out?
int GlobalGreen	Green Flag is out?
int GlobalChequered	Checkered Flag is out?
int GlobalRed	Red Flag is out?
int mfdTyreSet	# of tyre set on the MFD
float mfdFuelToAdd	How much fuel to add on the MFD
Float mfdTyrePressureLF	Tyre pressure left front on the MFD
float mfdTyrePressureRF	Tyre pressure right front on the MFD
float mfdTyrePressureLR	Tyre pressure left rear on the MFD

Float mfdTyrePressureRR	Tyre pressure right rear on the MFD
ACC_TRACK_GRIP_STATUS trackGripStatus	See enums ACC_TRACK_GRIP_STATUS
ACC_RAIN_INTENSITY rainIntensity	See enums ACC_RAIN_INTENSITY
ACC_RAIN_INTENSITY rainIntensityIn10min	See enums ACC_RAIN_INTENSITY
ACC_RAIN_INTENSITY rainIntensityIn30min	See enums ACC_RAIN_INTENSITY

SPageFileStatic

The following members are initialized when the instance starts and never changes until the instance is closed.

wchar_t smVersion[15]	Shared memory version
wchar_t acVersion[15]	Assetto Corsa version
int numberOfSessions	Number of sessions
int numCars	Number of cars
wchar_t carModel[33]	Player car model see Appendix 2
wchar_t track[33]	Track name
<pre>wchar_t playerName[33]</pre>	Player name
<pre>wchar_t playerSurname[33]</pre>	Player surname
<pre>wchar_t playerNick[33]</pre>	Player nickname
int sectorCount	Number of sectors
float maxTorque	Not shown in ACC
float maxPower	Not shown in ACC
int maxRpm	Maximum rpm
float maxFuel	Maximum fuel tank capacity
float suspensionMaxTravel[4]	Not shown in ACC
float tyreRadius[4]	Not shown in ACC
float maxTurboBoost	Maximum turbo boost
float deprecated_1	
float deprecated_2	
int penaltiesEnabled	Penalties enabled
float aidFuelRate	Fuel consumption rate
float aidTireRate	Tyre wear rate
float aidMechanicalDamage	Mechanical damage rate
float AllowTyreBlankets	Not allowed in Blancpain endurance series
float aidStability	Stability control used
int aidAutoclutch	Auto clutch used
int aidAutoBlip	Always true in ACC
int hasDRS	Not used in ACC
int hasERS	Not used in ACC
int hasKERS	Not used in ACC
float kersMaxJ	Not used in ACC
int engineBrakeSettingsCount	Not used in ACC
int ersPowerControllerCount	Not used in ACC
float trackSplineLength	Not used in ACC
wchar_t trackConfiguration	Not used in ACC
float ersMaxJ	Not used in ACC
	•

int isTimedRace	Not used in ACC
int hasExtraLap	Not used in ACC
<pre>wchar_t carSkin[33]</pre>	Not used in ACC
int reversedGridPositions	Not used in ACC
int PitWindowStart	Pit window opening time
int PitWindowEnd	Pit windows closing time
int isOnline	If is a multiplayer session
wchar_t dryTyresName[33]	Name of the dry tyres
wchar_t wetTyresName[33]	Name of the wet tyres

Enums

ACC_FLAG_TYPE

ACC_NO_FLAG = 0
ACC_BLUE_FLAG = 1
ACC_YELLOW_FLAG = 2
ACC_BLACK_FLAG = 3
ACC_WHITE_FLAG = 4
ACC_CHECKERED_FLAG = 5
ACC_PENALTY_FLAG = 6
ACC_GREEN_FLAG = 7
ACC_ORANGE_FLAG = 8

ACC_PENALTY_TYPE

ACC_None = 0
ACC_DriveThrough_Cutting = 1
ACC_StopAndGo_10_Cutting = 2
ACC_StopAndGo_20_Cutting = 3
ACC_StopAndGo_30_Cutting = 4
ACC_Disqualified_Cutting = 5
ACC_RemoveBestLaptime_Cutting = 6
ACC_DriveThrough_PitSpeeding = 7
ACC_StopAndGo_10_PitSpeeding = 8
ACC_StopAndGo_20_PitSpeeding = 9
ACC_StopAndGo_30_PitSpeeding = 10
ACC_Disqualified_PitSpeeding = 11
ACC_RemoveBestLaptime_PitSpeeding = 12
ACC_Disqualified_IgnoredMandatoryPit = 13
ACC_PostRaceTime = 14
ACC_Disqualified_Trolling = 15
ACC_Disqualified_PitEntry = 16
ACC_Disqualified_PitExit = 17
ACC_Disqualified_Wrongway = 18
ACC_DriveThrough_IgnoredDriverStint = 19
ACC_Disqualified_IgnoredDriverStint = 20
ACC_Disqualified_ExceededDriverStintLimit = 21

ACC_SESSION_TYPE

ACC_UNKNOWN = -1
ACC_PRACTICE = 0
ACC_QUALIFY = 1
ACC_RACE = 2
ACC_HOTLAP = 3
ACC_TIMEATTACK = 4
ACC_DRIFT = 5
ACC_DRAG = 6
ACC_HOTSTINT = 7
ACC_HOTSTINTSUPERPOLE = 8

ACC_STATUS

ACC_OFF = 0
ACC_REPLAY = 1
ACC_LIVE = 2
ACC_PAUSE = 3

ACC_WHEELS_TYPE

ACC_FrontLeft = 0
ACC_FrontRight = 1
ACC_RearLeft = 2
ACC_RearRight = 3

ACC_TRACK_GRIP_STATUS

ACC_GREEN = 0
ACC_FAST = 1
ACC_OPTIMUM = 2
ACC_GREASY = 3
$ACC_DAMP = 4$
ACC_WET = 5
ACC_FLOODED =6

ACC_RAIN_INTENSITY

_
ACC_NO_RAIN = 0
ACC_DRIZZLE = 1
ACC_LIGHT_RAIN = 2
ACC_MEDIUM_RAIN = 3
ACC_HEAVY_RAIN = 4
ACC_THUNDERSTORM = 5

Appendix 1 – mainDisplayIndex

	Page 1	Page 2	Page 3	Page 4
GT3 - 2018		_		
Aston Martin Vantage V12 GT3 2013	0	1		
Audi R8 LMS 2015	0	1	2	3
Bentley Continental GT3 2015	0	1		
Bentley Continental GT3 2018	0	1	2	
BMW M6 GT3 2017	0			
Emil Frey Jaguar G3 2012	0	1		
Ferrari 488 GT3 2018	0	1	2	
Honda NSX GT3 2017	0			
Lamborghini Gallardo G3 Reiter 2017	0	1		
Lamborghini Huracan GT3 2015	4	0	2	3
Lamborghini Huracan ST 2015	0			
Lexus RCF GT3 2016	0			
McLaren 650S GT3 2015	0	1	2	4
Mercedes AMG GT3 2015	0	1		
Nissan GTR Nismo GT3 2015	1	3	4	0
Nissan GTR Nismo GT3 2018	1	3	4	0
Porsche 991 GT3 R 2018	0	1	2	3
Porsche9 91 II GT3 Cup 2017	0	1	2	3
GT3 - 2019				
Aston Martin V8 Vantage GT3 2019	0			
Audi R8 LMS Evo 2019	1	2	3	0
Honda NSX GT3 Evo 2019	0			
Lamborghini Huracan GT3 EVO 2019	4	0	2	3
McLaren 720S GT3 2019	0	1	2	3
Porsche 911 II GT3 R 2019	1	2	3	0
GT4				
Alpine A110 GT4 2018	0			
Aston Martin Vantage AMR GT4 2018	0	1		
Audi R8 LMS GT4 2016	0	1		
BMW M4 GT42 018	0	1		
Chevrolet Camaro GT4 R 2017	2	4		
Ginetta G55 GT4 2012	0	4		
Ktm Xbow GT4 2016	0	1	3	4
Maserati Gran Turismo MC GT4 2016	0			
McLaren 570s GT4 2016	0			
Mercedes AMG GT4 2016	0	1		
Porsche 718 Cayman GT4 MR 2019	0			
GT3 – 2020				
Ferrari 488 GT3 Evo 2020	0	1	2	
Mercedes AMG GT3 Evo 2020	0	1		

Appendix 2 – carModel

Name	Kunos ID	
GT3 - 2018		
Aston Martin Vantage V12 GT3 2013	amr_v12_vantage_gt3	
Audi R8 LMS 2015	audi_r8_lms	
Bentley Continental GT3 2015	bentley_continental_gt3_2016	
Bentley Continental GT3 2018	bentley_continental_gt3_2018	
BMW M6 GT3 2017	bmw_m6_gt3	
Emil Frey Jaguar G3 2012	jaguar_g3	
Ferrari 488 GT3 2018	ferrari_488_gt3	
Honda NSX GT3 2017	honda_nsx_gt3	
Lamborghini Gallardo G3 Reiter 2017	lamborghini_gallardo_rex	
Lamborghini Huracan GT3 2015	lamborghini_huracan_gt3	
Lamborghini Huracan ST 2015	lamborghini_huracan_st	
Lexus RCF GT3 2016	lexus_rc_f_gt3	
McLaren 650S GT3 2015	mclaren_650s_gt3	
Mercedes AMG GT3 2015	mercedes_amg_gt3	
Nissan GTR Nismo GT3 2015	nissan_gt_r_gt3_2017	
Nissan GTR Nismo GT3 2018	nissan_gt_r_gt3_2018	
Porsche 991 GT3 R 2018	porsche_991_gt3_r	
Porsche9 91 II GT3 Cup 2017	porsche_991ii_gt3_cup	
GT3 - 2019		
Aston Martin V8 Vantage GT3 2019	amr_v8_vantage_gt3	
Audi R8 LMS Evo 2019	audi_r8_lms_evo	
Honda NSX GT3 Evo 2019	honda_nsx_gt3_evo	
Lamborghini Huracan GT3 EVO 2019	lamborghini_huracan_gt3_evo	
McLaren 720S GT3 2019	mclaren_720s_gt	
Porsche 911 II GT3 R 2019	porsche_991ii_gt3_ı	
GT4		
Alpine A110 GT4 2018	alpine_a110_gt4	
Aston Martin Vantage AMR GT4 2018	amr_v8_vantage_gt4	
Audi R8 LMS GT4 2016	audi_r8_gt4	
BMW M4 GT42 018	bmw_m4_gt4	
Chevrolet Camaro GT4 R 2017	chevrolet_camaro_gt4r	
Ginetta G55 GT4 2012	ginetta_g55_gt4	
Ktm Xbow GT4 2016	ktm_xbow_gt4	
Maserati Gran Turismo MC GT4 2016	maserati_mc_gt4	
McLaren 570s GT4 2016	mclaren_570s_gt4	
Mercedes AMG GT4 2016	mercedes_amg_gt4	
Porsche 718 Cayman GT4 MR 2019	porsche_718_cayman_gt4_mr	
GT3 – 2020		
Ferrari 488 GT3 Evo 2020	ferrari_488_gt3_evo	
Feliali 400 G13 EV0 2020	1011411_100_900_0000	

Appendix 3 – brakePressure

Name	Dash Coefficient		
	Front Rear		
GT3 - 2018			
Aston Martin Vantage V12 GT3 2013	7.9585	7.9585	
Audi R8 LMS 2015	7.5980	7.4855	
Bentley Continental GT3 2015	7.9585	7.9585	
Bentley Continental GT3 2018	7.9585	7.9585	
BMW M6 GT3 2017	7.9585	7.9585	
Emil Frey Jaguar G3 2012	7.9585	7.9585	
Ferrari 488 GT3 2018	7.5980	7.4855	
Honda NSX GT3 2017	7.5980	7.4855	
Lamborghini Gallardo G3 Reiter 2017	7.5980	7.4855	
Lamborghini Huracan GT3 2015	7.5980	7.4855	
Lamborghini Huracan ST 2015	7.5980	7.4855	
Lexus RCF GT3 2016	7.9585	7.9585	
McLaren 650S GT3 2015	7.5980	7.4855	
Mercedes AMG GT3 2015	<mark>7.9585</mark>	<mark>7.9585</mark>	
Nissan GTR Nismo GT3 2015	7.9585	7.9585	
Nissan GTR Nismo GT3 2018	<mark>7.9585</mark>	<mark>7.9585</mark>	
Porsche 991 GT3 R 2018	7.1497	6.7715	
Porsche9 91 II GT3 Cup 2017	7.1497	6.7715	
GT3 - 2019			
Aston Martin V8 Vantage GT3 2019	<mark>7.9585</mark>	<mark>7.9585</mark>	
Audi R8 LMS Evo 2019	7.5980	7.4855	
Honda NSX GT3 Evo 2019	7.5980	7.4855	
Lamborghini Huracan GT3 EVO 2019	7.5980	7.4855	
McLaren 720S GT3 2019	7.5980	7.4855	
Porsche 911 II GT3 R 2019	7.1497	6.7715	
GT4			
Alpine A110 GT4 2018	10.0000	<mark>10.0000</mark>	
Aston Martin Vantage AMR GT4 2018	10.0000	<mark>10.0000</mark>	
Audi R8 LMS GT4 2016	10.0000	10.0000	
BMW M4 GT42 018	<mark>7.2886</mark>	<mark>10.0000</mark>	
Chevrolet Camaro GT4 R 2017	<mark>10.0000</mark>	<mark>10.0000</mark>	
Ginetta G55 GT4 2012	<mark>10.0000</mark>	<mark>10.0000</mark>	
Ktm Xbow GT4 2016	10.0000	10.0000	
Maserati Gran Turismo MC GT4 2016	<mark>7.7768</mark>	<mark>7.6142</mark>	
McLaren 570s GT4 2016	10.0000	10.0000	
Mercedes AMG GT4 2016	<mark>10.0000</mark>	<mark>10.0000</mark>	
Porsche 718 Cayman GT4 MR 2019	10.0000	10.0000	
GT3 - 2020			
Ferrari 488 GT3 Evo 2020	7.5980	7.4855	
Mercedes AMG GT3 Evo 2020	<mark>7.9585</mark>	<mark>7.9585</mark>	

Front engine Middle engine Rear engine

Appendix 4 – brakeBias

Name	Dash Offset
GT3 - 2018	
Aston Martin Vantage V12 GT3 2013	-7
Audi R8 LMS 2015	-14
Bentley Continental GT3 2015	-7
Bentley Continental GT3 2018	-7
BMW M6 GT3 2017	-15
Emil Frey Jaguar G3 2012	-7
Ferrari 488 GT3 2018	-17
Honda NSX GT3 2017	-14
Lamborghini Gallardo G3 Reiter 2017	-14
Lamborghini Huracan GT3 2015	-14
Lamborghini Huracan ST 2015	-14
Lexus RCF GT3 2016	-14
McLaren 650S GT3 2015	-17
Mercedes AMG GT3 2015	-14
Nissan GTR Nismo GT3 2015	-15
Nissan GTR Nismo GT3 2018	-15
Porsche 991 GT3 R 2018	-21
Porsche9 91 II GT3 Cup 2017	- 5
GT3 - 2019	
Aston Martin V8 Vantage GT3 2019	-7
Audi R8 LMS Evo 2019	-14
Honda NSX GT3 Evo 2019	-14
Lamborghini Huracan GT3 EVO 2019	-14
McLaren 720S GT3 2019	-17
Porsche 911 II GT3 R 2019	-21
GT4	
Alpine A110 GT4 2018	-15
Aston Martin Vantage AMR GT4 2018	-20
Audi R8 LMS GT4 2016	-15
BMW M4 GT42 018	-22
Chevrolet Camaro GT4 R 2017	-18
Ginetta G55 GT4 2012	-18
Ktm Xbow GT4 2016	-20
Maserati Gran Turismo MC GT4 2016	-15
McLaren 570s GT4 2016	-9
Mercedes AMG GT4 2016	-20
Porsche 718 Cayman GT4 MR 2019	-20
GT3 - 2020	
Ferrari 488 GT3 Evo 2020	-17
Mercedes AMG GT3 Evo 2020	-14

Appendix 5 – Max Steering Angle

Name	Angle
GT3 - 2018	9.0
Aston Martin Vantage V12 GT3 2013	320
Audi R8 LMS 2015	360
Bentley Continental GT3 2015	320
Bentley Continental GT3 2018	320
BMW M6 GT3 2017	283
Emil Frey Jaguar G3 2012	360
Ferrari 488 GT3 2018	240
Honda NSX GT3 2017	310
Lamborghini Gallardo G3 Reiter 2017	360
Lamborghini Huracan GT3 2015	310
Lamborghini Huracan ST 2015	310
Lexus RCF GT3 2016	320
McLaren 650S GT3 2015	240
Mercedes AMG GT3 2015	320
Nissan GTR Nismo GT3 2015	320
Nissan GTR Nismo GT3 2018	320
Porsche 991 GT3 R 2018	400
Porsche9 91 II GT3 Cup 2017	400
GT3 - 2019	
Aston Martin V8 Vantage GT3 2019	320
Audi R8 LMS Evo 2019	360
Honda NSX GT3 Evo 2019	310
Lamborghini Huracan GT3 EVO 2019	310
McLaren 720S GT3 2019	240
Porsche 911 II GT3 R 2019	400
GT4	
Alpine A110 GT4 2018	360
Aston Martin Vantage AMR GT4 2018	320
Audi R8 LMS GT4 2016	360
BMW M4 GT42 018	246
Chevrolet Camaro GT4 R 2017	360
Ginetta G55 GT4 2012	360
Ktm Xbow GT4 2016	290
Maserati Gran Turismo MC GT4 2016	450
McLaren 570s GT4 2016	240
Mercedes AMG GT4 2016	246
Porsche 718 Cayman GT4 MR 2019	400
GT3 – 2020	
Ferrari 488 GT3 Evo 2020	240
Mercedes AMG GT3 Evo 2020	320

Appendix 6 - CarModelld

Name	CarModelld
GT3 - 2018	
Aston Martin Vantage V12 GT3 2013	12
Audi R8 LMS 2015	3
Bentley Continental GT3 2015	11
Bentley Continental GT3 2018	8
BMW M6 GT3 2017	7
Emil Frey Jaguar G3 2012	14
Ferrari 488 GT3 2018	2
Honda NSX GT3 2017	17
Lamborghini Gallardo G3 Reiter 2017	13
Lamborghini Huracan GT3 2015	4
Lamborghini Huracan ST 2015	18
Lexus RCF GT3 2016	15
McLaren 650S GT3 2015	5
Mercedes AMG GT3 2015	1
Nissan GTR Nismo GT3 2015	10
Nissan GTR Nismo GT3 2018	6
Porsche 991 GT3 R 2018	0
Porsche9 91 II GT3 Cup 2017	9
GT3 - 2019	
Aston Martin V8 Vantage GT3 2019	20
Audi R8 LMS Evo 2019	19
Honda NSX GT3 Evo 2019	21
Lamborghini Huracan GT3 EVO 2019	16
McLaren 720S GT3 2019	22
Porsche 911 II GT3 R 2019	23
GT4	
Alpine A110 GT4 2018	50
Aston Martin Vantage AMR GT4 2018	51
Audi R8 LMS GT4 2016	52
BMW M4 GT42 018	53
Chevrolet Camaro GT4 R 2017	55
Ginetta G55 GT4 2012	56
Ktm Xbow GT4 2016	57
Maserati Gran Turismo MC GT4 2016	58
McLaren 570s GT4 2016	59
Mercedes AMG GT4 2016	60
Porsche 718 Cayman GT4 MR 2019	61
GT3 - 2020	
Ferrari 488 GT3 Evo 2020	24
Mercedes AMG GT3 Evo 2020	25

Appendix 7 – Max RPM

Name	Max RPM
GT3 - 2018	
Aston Martin Vantage V12 GT3 2013	7750
Audi R8 LMS 2015	8650
Bentley Continental GT3 2015	7500
Bentley Continental GT3 2018	7400
BMW M6 GT3 2017	7100
Emil Frey Jaguar G3 2012	8750
Ferrari 488 GT3 2018	7300
Honda NSX GT3 2017	7500
Lamborghini Gallardo G3 Reiter 2017	8650
Lamborghini Huracan GT3 2015	8650
Lamborghini Huracan ST 2015	8650
Lexus RCF GT3 2016	7750
McLaren 650S GT3 2015	7500
Mercedes AMG GT3 2015	7900
Nissan GTR Nismo GT3 2015	7500
Nissan GTR Nismo GT3 2018	7500
Porsche 991 GT3 R 2018	9250
Porsche9 91 II GT3 Cup 2017	8500
GT3 - 2019	
Aston Martin V8 Vantage GT3 2019	7250
Audi R8 LMS Evo 2019	8650
Honda NSX GT3 Evo 2019	7650
Lamborghini Huracan GT3 EVO 2019	8650
McLaren 720S GT3 2019	7700
Porsche 911 II GT3 R 2019	9250
GT4	
Alpine A110 GT4 2018	6450
Aston Martin Vantage AMR GT4 2018	7000
Audi R8 LMS GT4 2016	8650
BMW M4 GT42 018	7600
Chevrolet Camaro GT4 R 2017	7500
Ginetta G55 GT4 2012	7200
Ktm Xbow GT4 2016	6500
Maserati Gran Turismo MC GT4 2016	7000
McLaren 570s GT4 2016	7600
Mercedes AMG GT4 2016	7000
Porsche 718 Cayman GT4 MR 2019	7800
GT3 - 2020	
Ferrari 488 GT3 Evo 2020	7600
Mercedes AMG GT3 Evo 2020	7600