This follows official communication, shared memory reference, useful when planning to develop new AC apps.

<p style="color:blue">Fields in BLUE - represent the updated structure, according to latest evolutions.
Last update on 25/04/2016</p>

SHARED MEMORY STRUCTS

```
#pragma once

typedef int AC_STATUS;

#define AC_OFF 0
#define AC_REPLAY 1
#define AC_LIVE 2
#define AC_PAUSE 3

typedef int AC_SESSION_TYPE;

#define AC_UNKNOWN -1
#define AC_PRACTICE 0
#define AC_QUALIFY 1
#define AC_RACE 2
#define AC_HOTLAP 3
#define AC_TIME_ATTACK 4
#define AC_DRIFT 5
#define AC_DRAG 6

typedef int AC_FLAG_TYPE;

#define AC_NO_FLAG 0
#define AC_BLUE_FLAG 1
#define AC_YELLOW_FLAG 2
#define AC_BLACK_FLAG 3
#define AC_WHITE_FLAG 4
#define AC_CHECKERED_FLAG 5
#define AC_PENALTY_FLAG 6

#pragma pack(push)
#pragma pack(4)

struct SPageFilePhysics
{
int packetId = 0;
float gas = 0;
float brake = 0;
```

```cpp
    float fuel = 0;
    int gear = 0;
    int rpms = 0;
    float steerAngle = 0;
    float speedKmh = 0;
    float velocity[3];
    float accG[3];
    float wheelSlip[4];
    float wheelLoad[4];
    float wheelsPressure[4];
    float wheelAngularSpeed[4];
    float tyreWear[4];
    float tyreDirtyLevel[4];
    float tyreCoreTemperature[4];
    float camberRAD[4];
    float suspensionTravel[4];
    float drs = 0;
    float tc = 0;
    float heading = 0;
    float pitch = 0;
    float roll = 0;
    float cgHeight;
    float carDamage[5];
    int numberOfTyresOut = 0;
    int pitLimiterOn = 0;
    float abs = 0;
    float kersCharge = 0;
    float kersInput = 0;
    int autoShifterOn = 0;
    float rideHeight[2];
    float turboBoost = 0;
    float ballast = 0;
    float airDensity = 0;
    };


    struct SPageFileGraphic
    {
    int packetId = 0;
    AC_STATUS status = AC_OFF;
    AC_SESSION_TYPE session = AC_PRACTICE;
    wchar_t currentTime[15];
    wchar_t lastTime[15];
    wchar_t bestTime[15];
    wchar_t split[15];
    int completedLaps = 0;
    int position = 0;
```

```
int iCurrentTime = 0;
int iLastTime = 0;
int iBestTime = 0;
float sessionTimeLeft = 0;
float distanceTraveled = 0;
int isInPit = 0;
int currentSectorIndex = 0;
int lastSectorTime = 0;
int numberOfLaps = 0;
wchar_t tyreCompound[33];

float replayTimeMultiplier = 0;
float normalizedCarPosition = 0;
float carCoordinates[3];
float penaltyTime = 0;
AC_FLAG_TYPE flag = AC_NO_FLAG;
int idealLineOn = 0;
int isInPitLane = 0;

float surfaceGrip = 0;
};


struct SPageFileStatic
{
wchar_t smVersion[15];
wchar_t acVersion[15];
// session static info
int numberOfSessions = 0;
int numCars = 0;
wchar_t carModel[33];
wchar_t track[33];
wchar_t playerName[33];
wchar_t playerSurname[33];
wchar_t playerNick[33];
int sectorCount = 0;

// car static info
float maxTorque = 0;
float maxPower = 0;
int maxRpm = 0;
float maxFuel = 0;
float suspensionMaxTravel[4];
float tyreRadius[4];
float maxTurboBoost = 0;

float airTemp = 0;
```

```
    float roadTemp = 0;
    bool penaltiesEnabled = false;

    float aidFuelRate = 0;
    float aidTireRate = 0;
    float aidMechanicalDamage = 0;
    bool aidAllowTyreBlankets = false;
    float aidStability = 0;
    bool aidAutoClutch = false;
    bool aidAutoBlip = false;
};

#pragma pack(pop)
```

SHARED MEMORY NAMES

physics : acpmf_physics
graphics : acpmf_graphics
static : acpmf_static