

Project CARS 2 - Dedicated Server Values and Types

The dedicated server exposes data of various types in its config, and through the HTTP API and Lua API. This document lists what kind of attributes and events the server defines, and all relevant data types.

These lists are useful for addon developers, but also to users configuring their dedicated servers. The writable session attributes are used in the server config and the sms_rotate addon. The track lists, vehicle lists and so on can then be used to determine the valid values for individual setup attributes.

If you have the HTTP API enabled, you can also query a running server for the most up to date attribute, enum and type lists, at the HTTP endpoint /api/lists. So assuming the server is configured with the default bind address and port ("httpApiInterface" and "httpApiPort" in the config file), you can view these lists in JSON format from the computer where the server is running at <http://127.0.0.1:9000/api/list>. You can use any web browser to view the list, or program like wget or curl to download the list.

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Attributes

Attributes contain setup and status of the session, its members (players) and participants (vehicles). The attributes are read-only unless specified otherwise in their description. Note that boolean-style attributes are represented as single-byte integers, with zero meaning false and non-zero meaning true.

Session Attributes

These are global attributes associated with the session itself.

int8 ServerControlsSetup

Does the server control the game's setup? If yes, the host's lobby settings will be disabled. Set automatically from the server's settings, can't be modified by HTTP or Lua APIs. (ReadWrite)

int8 ServerControlsTrack

Does the server control the track selection? If yes, everyone's track selection will be disabled. (ReadWrite)

int8 ServerControlsVehicleClass

Does the server control the vehicle class selection? If yes, everyone's vehicle selection will be restricted to vehicles from class VehicleClassId, any attempts to change to another class via the garage will not work. Should be always combined with the FORCE_SAME_VEHICLE_CLASS session flag. (ReadWrite)

int8 ServerControlsVehicle

Does the server control the vehicle selection? If yes, everyone's vehicle selection will be restricted to vehicle VehicleModelId. Should be always combined with the FORCE_IDENTICAL_VEHICLE session flag. (ReadWrite)

int8 GridSize

Total maximum grid size, including AI participants. Can be modified only for the 'next session' and can never be larger than the maximum session size set in the server config. (ReadWrite)

int8 GridLayout

Defines how players are distributed over the grid. Can be modified only for the 'next session'. Use (position+10) to set exact position of admin player. Use enum value for other cases. The enum values are available also via HTTP API at /api/list/enums/grid_positions or in Lua global tables lists.enums.grid_positions, GridPositions and value_to_grid_positions. (ReadWrite)

int8 MaxPlayers

Maximum number of players. Can't be higher than GridSize, but can be lower and then the extra slots will be reserved for AI vehicles. Can be modified only for the 'next session'. (ReadWrite)

int8 OpponentDifficulty

Difficulty of AI participants. Valid values in range 0-100. (ReadWrite)

int32 Flags

Session setup flags. The flag values are available also via HTTP API at /api/list/flags/session or in Lua global tables lists.flags.session, SessionFlags and value_to_session_flag. (ReadWrite)

int8 Privacy

Session privacy, defined when the session is created. Usually server-hosted sessions will be public and use password-protection or blacklists/whitelists to control who can join them. The possible values are 0 to 2, with 0 meaning public, 1 for friends only and 2 for private.

int8 DamageType

Damage type. The enum values are available also via HTTP API at /api/list/enums/damage or in Lua global tables lists.enums.damage, Damage and value_to_damage. (ReadWrite)

int8 TireWearType

Tire wear type. The enum values are available also via HTTP API at /api/list/enums/tire_wear or in Lua global tables lists.enums.tire_wear, TireWear and value_to_tire_wear. (ReadWrite)

int8 FuelUsageType

Fuel usage type. The enum values are available also via HTTP API at /api/list/enums/fuel_usage or in Lua global tables lists.enums.fuel_usage, FuelUsage and value_to_fuel_usage. (ReadWrite)

int8 PenaltiesType

Penalties type. The enum values are available also via HTTP API at /api/list/enums/penalties or in Lua global tables lists.enums.penalties, Penalties and value_to_penalties. (ReadWrite)

int8 PitWhiteLinePenalty

White line penalty on pit exit. Set 1 to enable. (ReadWrite)

int8 DriveThroughPenalty

Drive through penalty. Set 1 to enable. (ReadWrite)

int8 AllowablePenaltyTime

Amount of penalty time (in seconds) before a drive-through pits is issued. 0 to disable, valid range supported by game is 5 to 30. (ReadWrite)

int8 ManualPitStops

TODO: rename to PitControl. Control mode while driving through pits. The enum values are available also via HTTP API at `/api/list/enums/pit_control` or in Lua global tables `lists.enums.pit_control`, `PitControl` and `value_to_pit_control`. (ReadWrite)

int8 ManualRollingStarts

Does the admin set manual rolling starts. Set 1 to enable. (ReadWrite)

int8 AllowedViews

Allowed cameras. Only Any (0) and CockpitHelmet (2) are supported by the game, writes of other values will be ignored. The enum values are available also via HTTP API at `/api/list/enums/allowed_view` or in Lua global tables `lists.enums.allowed_view`, `AllowedView` and `value_to_allowed_view`. (ReadWrite)

int32 TrackId

Track id. Players will be able to change this unless `ServerControlsTrack` is set to non-zero. The list of all valid tracks is available also via HTTP API at `/api/list/tracks` or in Lua global tables `lists.tracks`, `id_to_track` and `name_to_track`. (ReadWrite)

int32 VehicleClassId

Vehicle class id, used when forcing vehicle class (session flag `FORCE_SAME_VEHICLE_CLASS` is set). If controlled from the server also set attribute `ServerControlsVehicleClass`. Latest class list is available also via HTTP API at `/api/list/vehicle_classes` and in Lua global tables `lists.vehicle_classes`, `id_to_vehicle_class` and `name_to_vehicle_class`. (ReadWrite)

int8 MultiClassSlots

Number of additional vehicle classes (up to 3), used when Multi-class is forced (session flag `FORCE_MULTI_VEHICLE_CLASS` is set). If controlled from the server also set attribute `ServerControlsVehicleClass`. Number between 1 and 3 to specify ids from predefined templates in `MultiClassSlotN`. (ReadWrite)

int32 MultiClassSlot1

Additional vehicle class id, slot 1. Latest class list is available via HTTP API at `/api/list/vehicle_classes` and in Lua global tables `lists.vehicle_classes`, `id_to_vehicle_class` and `name_to_vehicle_class`. (ReadWrite)

int32 MultiClassSlot2

Additional vehicle class id, slot 2. Latest class list is available via HTTP API at `/api/list/vehicle_classes` and in Lua global tables `lists.vehicle_classes`, `id_to_vehicle_class` and `name_to_vehicle_class`. (ReadWrite)

int32 MultiClassSlot3

Additional vehicle class id, slot 3. Latest class list is available via HTTP API at `/api/list/vehicle_classes` and in Lua global tables `lists.vehicle_classes`, `id_to_vehicle_class`

and name_to_vehicle_class. (ReadWrite)

int32 VehicleModelId

Vehicle model id, used when forcing identical vehicles (session flag FORCE_IDENTICAL_VEHICLES is set). If controlled from the server also set attribute ServerControlsVehicle. Latest vehicle list is available also via HTTP API at /api/list/vehicles and in Lua global tables lists.vehicles, id_to_vehicle and name_to_vehicle. (ReadWrite)

int32 GameMode

Game mode hash. Multiplayer sessions always use -1958878043 or 'MP_RaceWeekend'.

int32 MinimumOnlineRank

Minimum online safety rank. The enum values are available also via HTTP API at /api/list/enums/online_rep or in Lua global tables lists.enums.online_rep, OnlineRep and value_to_online_rep. (ReadWrite)

int32 MinimumOnlineStrength

Minimum online strength. Valid values are in range from 100 to 5000. (ReadWrite)

int32 Latitude

Track's latitude, in degrees multiplied by 1000 (so 180000 corresponds to 180 degrees).

int32 Longitude

Track's longitude, in degrees multiplied by 1000.

int32 Altitude

Track's base altitude, in millimeters.

int16 PracticeLength

Length of practice session in minutes. (ReadWrite)

int16 PracticeDateYear

Starting practice session date - year. (ReadWrite)

int8 PracticeDateMonth

Starting practice session date - month. (ReadWrite)

int8 PracticeDateDay

Starting practice session date - day of month. (ReadWrite)

int8 PracticeDateHour

Starting practice session date - hour of day. (ReadWrite)

int8 PracticeDateProgression

Practice session date/time progression multiplier. Only some values between 1 and 60 are

valid, the game might change the requested value to closest valid one. (ReadWrite)

int8 PracticeWeatherProgression

Practice session time-based forecast progression multiplier. Only some values between 1 and 30 are valid, the game might change the requested value to closest valid one. (ReadWrite)

int8 PracticeWeatherSlots

Number of practice session weather slots in use. Set to 0 to use real weather, and to a number between 1 and 4 to interpolate between predefined templates in WeatherSlotN. (ReadWrite)

int32 PracticeWeatherSlot1

Fixed practice session weather, slot 1. The enum values are available via HTTP API at /api/list/enums/weather or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 PracticeWeatherSlot2

Fixed practice session weather, slot 2. The enum values are available via HTTP API at /api/list/enums/weather or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 PracticeWeatherSlot3

Fixed practice session weather, slot 3. The enum values are available via HTTP API at /api/list/enums/weather or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 PracticeWeatherSlot4

Fixed practice session weather, slot 4. The enum values are available via HTTP API at /api/list/enums/weather or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int16 QualifyLength

Length of qualification session in minutes. (ReadWrite)

int16 QualifyDateYear

Starting qualifying session date - year. (ReadWrite)

int8 QualifyDateMonth

Starting qualifying session date - month. (ReadWrite)

int8 QualifyDateDay

Starting qualifying session date - day of month. (ReadWrite)

int8 QualifyDateHour

Starting qualifying session date - hour of day. (ReadWrite)

int8 QualifyDateProgression

Qualifying session date/time progression multiplier. Only some values between 1 and 60 are valid, the game might change the requested value to closest valid one. (ReadWrite)

int8 QualifyWeatherProgression

Qualifying session time-based forecast progression multiplier. Only some values between 1 and 30 are valid, the game might change the requested value to closest valid one. (ReadWrite)

int8 QualifyWeatherSlots

Number of qualifying session weather slots in use. Set to 0 to use real weather, and to a number between 1 and 4 to interpolate between predefined templates in WeatherSlotN. (ReadWrite)

int32 QualifyWeatherSlot1

Fixed qualifying session weather, slot 1. The enum values are available via HTTP API at /api/list/enums/weather or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 QualifyWeatherSlot2

Fixed qualifying session weather, slot 2. The enum values are available via HTTP API at /api/list/enums/weather or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 QualifyWeatherSlot3

Fixed qualifying session weather, slot 3. The enum values are available via HTTP API at /api/list/enums/weather or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 QualifyWeatherSlot4

Fixed qualifying session weather, slot 4. The enum values are available via HTTP API at /api/list/enums/weather or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int16 RaceLength

Race 1 length in lap count. (ReadWrite)

int16 RaceDateYear

Starting race date - year. (ReadWrite)

int8 RaceDateMonth

Starting race date - month. (ReadWrite)

int8 RaceDateDay

Starting race date - day of month. (ReadWrite)

int8 RaceDateHour

Starting race date - hour of day. (ReadWrite)

int8 RaceDateProgression

Race date/time progression multiplier. Only some values between 1 and 60 are valid, the game might change the requested value to closest valid one. (ReadWrite)

int8 RaceWeatherProgression

Race session time-based forecast progression multiplier. Only some values between 1 and 30 are valid, the game might change the requested value to closest valid one. (ReadWrite)

int8 RaceWeatherSlots

Number of race weather slots in use. Set to 0 to use real weather, and to a number between 1 and 4 to interpolate between predefined templates in WeatherSlotN. (ReadWrite)

int32 RaceWeatherSlot1

Fixed race weather, slot 1. The enum values are available via HTTP API at </api/list/enums/weather> or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 RaceWeatherSlot2

Fixed race weather, slot 2. The enum values are available via HTTP API at </api/list/enums/weather> or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 RaceWeatherSlot3

Fixed race weather, slot 3. The enum values are available via HTTP API at </api/list/enums/weather> or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int32 RaceWeatherSlot4

Fixed race weather, slot 4. The enum values are available via HTTP API at </api/list/enums/weather> or in Lua global tables lists.enums.weather, Weather and value_to_weather. (ReadWrite)

int8 RaceRollingStart

Race rolling start value. Set 1 to enable. (ReadWrite)

int8 RaceMandatoryPitStops

Race mandatory pit stops. Set 1 to enable. (ReadWrite)

int8 RaceFormationLap

Race session formation lap. Set 1 to enable. Only valid if Race Rolling Start is enabled.
(ReadWrite)

string SessionState

Multiplayer session state. Valid values are None, Lobby, Loading, Race, PostRace, Returning.

string SessionStage

Multiplayer session flow/stage. Valid values are Practice1, Practice2, Qualifying, Warmup, FormationLap, Race1. Race2 might be used if two-race format is implemented in multiplayer.

string SessionPhase

Race manager phase. This is relatively internal value used during race startup synchronization. Valid values are PreCountDownSync, PreRace, CountdownWait, Countdown, Green, Invalid.

int32 SessionTimeElapsed

Time elapsed since the start of the session (this stage), in seconds. Note that this value might currently start counting during loading and otehr transitions, and then reset back to zero when the race really starts.

int32 SessionTimeDuration

Time elapsed since the start of the session, in seconds.

int32 NumParticipantsValid

Number of 'valid' race participants, or positions.

int32 NumParticipantsDisqualified

Number of disqualified participants.

int32 NumParticipantsRetired

Number of retired participants.

int32 NumParticipantsDNF

Number of DNF participants.

int32 NumParticipantsFinished

Number of finished participants.

int16 CurrentYear

Current race date - year.

int8 CurrentMonth

Current race date - month.

int8 CurrentDay

Current race date - day of month.

int8 CurrentHour

Current race date - hour of day.

int8 CurrentMinute

Current race date - minutes.

int16 RainDensity

Rain density, this implies how "visually" rainy the weather is. Values between 0 and 1000 are valid.

int16 WetnessOnPath

Average wetness on path. Values between 0 and 1000 are valid.

int16 WetnessOffPath

Average wetness off path. Values between 0 and 1000 are valid.

int16 WetnessAverage

Overall average wetness on track. Values between 0 and 1000 are valid.

int16 WetnessPredictedMax

Predicted maximum wetness on track, if available.

int16 WetnessMaxLevel

Maximum water level, this implies how "physically" rainy the weather is. Values between 0 and 1000 are valid.

int32 TemperatureAmbient

Ambient temperature, in deg Celsius multiplied by 1000 (so 37000 is 37 degrees Celsius).

int32 TemperatureTrack

Track temperature, in deg Celsius multiplied by 1000.

int32 AirPressure

Air pressure.

Member Attributes

Setup and status of each session member (player).

int32 VehicleId

Player's vehicle id. Latest vehicle list is available also via HTTP API at `/api/list/vehicles` and in Lua global tables `lists.vehicles`, `id_to_vehicle` and `name_to_vehicle`.

int32 LiveryId

Livery id used on the player's vehicle. Latest vehicle+liveries list is available via HTTP API at `/api/list/liveries` and in Lua global tables `lists.vehicles`, `id_to_vehicle` and `name_to_vehicle`. It is not included in the Values and Types documentation.

string LoadState

Player's loading state. This is an internal variable with many possible states. There are two sets of states, one for the admin (host) player and another for clients, the states range from ready-for-sync to syncing to loading to ready.

int32 RaceStatFlags

Player's race stat flags. The flag values are available also via HTTP API at `/api/list/flags/player` or in Lua global tables `lists.flags.player`, `PlayerFlags` and `value_to_player_flag`.

int16 Ping

Player's ping to the dedicated server. This is the round trip time, so "there and back".

Participant Attributes

Status of each participant (vehicle).

int16 RefId

RefId of the session member owning this participant.

string Name

Participant's name. Same as the name of the owning player if this is a player participant, otherwise a generated AI name.

int8 IsPlayer

1 if this participant is controlled by the owning player, 0 if this is an AI participant.

int8 GridPosition

Starting grid position of the participant.

int32 VehicleId

Participant's vehicle id. Latest vehicle list is available also via HTTP API at `/api/list/vehicles` and in Lua global tables `lists.vehicles`, `id_to_vehicle` and `name_to_vehicle`.

int32 LiveryId

Livery id used on the participant's vehicle. Latest vehicle+liveries list is available via HTTP API at `/api/list/liveries` and in Lua global tables `lists.vehicles`, `id_to_vehicle` and `name_to_vehicle`. It is not included in the Values and Types documentation.

int8 RacePosition

Current race position of the participant.

int16 CurrentLap

Current lap. Zero if not in a lap yet.

int8 CurrentSector

Current sector's index (1 to 3 for valid circuit sectors). Sector time corresponding to this sector is the current sector time. Other sector times are the times last set in those sectors, if available.

int32 Sector1Time

Last time set in sector 1, or current sector 1 time if that sector is the CurrentSector, in milliseconds.

int32 Sector2Time

Last time set in sector 2, or current sector 2 time if that sector is the CurrentSector, in milliseconds.

int32 Sector3Time

Last time set in sector 3, or current sector 3 time if that sector is the CurrentSector, in milliseconds.

int32 LastLapTime

Last lap time, in milliseconds.

int32 FastestLapTime

Fastest lap time, in milliseconds.

string State

Racing state of the participant. Valid values are Racing, Finished, DNF, Disqualified, Retired, InGarage, EnteringPits, InPits, ExitingPits.

int8 HeadlightsOn

Flag set to non-zero if the participant's headlights are turned on.

int8 WipersLevel

The participant's wiper level.

int16 Speed

The participant's vehicle speed, in kph.

int8 Gear

Current gear.

int16 RPM

Current RPM.

int32 PositionX

Position on map, X coordinate, in millimeters.

int32 PositionY

Position on map, Y coordinate, in millimeters.

int32 PositionZ

Position on map, Z coordinate, in millimeters.

int16 Orientation

Vehicle orientation (heading) on the map, in degrees from 0 to 360.

Events

Events are generated by the server for various important... events. An event can be associated globally with the session, or with its member or participant. Each event has a name and includes attributes specific to that event.

Session Events

These are global events associated with the session itself.

SessionSetup

This event is generated when the game starts loading. It includes the basic information about the session's setup. More can be queried from the detailed setup attributes, they will no longer change after this event happens.

int8 GridSize

Total maximum grid size, including AI participants. Can be modified only for the 'next session' and can never be larger than the maximum session size set in the server config.

int8 MaxPlayers

Maximum number of players. Can't be higher than GridSize, but can be lower and then the extra slots will be reserved for AI vehicles. Can be modified only for the 'next session'.

int16 PracticeLength

Length of first practice session in minutes.

int16 QualifyLength

Length of first qualification session in minutes.

int16 RaceLength

Race length in lap count.

int32 Flags

Session setup flags. The flag values are available also via HTTP API at `/api/list/flags/session` or in Lua global tables `lists.flags.session`, `SessionFlags` and `value_to_session_flag`.

int32 TrackId

Track id. Players will be able to change this unless `ServerControlsTrack` is set to non-zero. The list of all valid tracks is available also via HTTP API at `/api/list/tracks` or in Lua global tables `lists.tracks`, `id_to_track` and `name_to_track`.

int32 GameMode

Game mode hash. Multiplayer sessions always use `-1958878043` or `'MP_RaceWeekend'`.

StateChanged

This event is generated whenever the multiplayer session's state changes.

string PreviousState

Previous session state.

string NewState

New session state. Valid values are None, Lobby, Loading, Race, PostRace, Returning.

StageChanged

This event is generated whenever the multiplayer session's stage (phase) changes.

string PreviousStage

Previous session stage.

string NewStage

New session stage. Valid values are Practice1, Practice2, Qualifying, Warmup, FormationLap, Race1, Race2.

int16 Length

Length of the new stage. In minutes or laps, depending on the stage. Matches value sent in the setup event.

SessionCreated

This event is generated when someone joins an empty server and a new multiplayer session is created.

SessionDestroyed

This event is generated when all players leave the server and the multiplayer session is destroyed.

ServerChat

This event contains a chat message sent by the server.

int16 RefId

RefId of the recipient of the message, or zero if this message is sent to all players.

string Message

The message.

SessionAdvance

This event is generated when the controller requests the session to advance to the next stage.

SoftRestart

This event is generated when the controller requests the server to soft restart.

Member Events

Events related to session members (players).

PlayerJoined

This event is generated when a new player joins the session. The player is not authenticated with Steam at this point and will not be reported to the game yet.

string Name

Player's name.

string SteamId

Player's Steam id.

Authenticated

This event is generated when Steam authenticates a player.

PlayerLeft

This event is generated when a player leaves the session.

string Reason

Reason for the leave.

int8 GameReasonId

If leaving via game call (on their own or kicked), the reason id used by the game. Otherwise this attribute won't be set at all. Usual game-specific values are: 1 when the user leaves via the UI, 2 when kicked, 3 or 5 when disconnected. But the value can't be always fully trusted.

PlayerChat

Event with a chat message sent by a player to everyone else in the session.

string Message

The message.

Participant Events

Events related to session participants (vehicles).

ParticipantCreated

This event is generated when a new participant is created.

string Name

Participant's name. Same as the player owning the participant if this is a player's vehicle, otherwise a generated AI name.

int8 IsPlayer

1 if this participant is controlled by the owning player, 0 if this is an AI participant.

int32 VehicleId

Participant's vehicle id. Latest vehicle list is available also via HTTP API at `/api/list/vehicles` and in Lua global tables `lists.vehicles`, `id_to_vehicle` and `name_to_vehicle`.

int32 LiveryId

Livery id used on the participant's vehicle. Latest vehicle+liveries list is available via HTTP API at `/api/list/liveries` and in Lua global tables `lists.vehicles`, `id_to_vehicle` and `name_to_vehicle`. It is not included in the Values and Types documentation.

ParticipantDestroyed

This event is generated when an existing participant is destroyed.

Sector

This event is generated when a participant crosses a sector boundary.

int16 Lap

Lap number. When crossing the finish sector this is the finished lap's number, the lap counter is advanced after this event happens.

int8 Sector

Index of the sector boundary crossed by the participant. 0=start, 1,2=sectors, 3=finish.

int32 SectorTime

Final time set in the finished sector, in milliseconds.

int32 TotalTime

Total race time, in milliseconds.

int8 CountThisLap

One if this lap counts, zero if the lap is not considered valid.

int8 CountThisLapTimes

One if this lap's time counts, zero if the time has been invalidated (usually by going off-track).

Lap

This event is generated whenever a participant finishes a lap.

int16 Lap

Lap number of the finished lap.

int32 LapTime

Lap time, in milliseconds.

int32 Sector1Time

Sector 1 time, in milliseconds.

int32 Sector2Time

Sector 2 time, in milliseconds.

int32 Sector3Time

Sector 3 time, in milliseconds.

int8 RacePosition

Race position.

int32 DistanceTravelled

Distance travelled in this lap, in meters.

int8 CountThisLapTimes

One if this lap's time counts, zero if the time has been invalidated (usually by going off-track).

State

This event is generated when a participant's state changes.

string PreviousState

Previous state.

string NewState

New state. Valid values are Racing, Finished, DNF, Disqualified, Retired, InGarage, EnteringPits, InPits, ExitingPits

Results

This event is generated just before the current stage finishes, and contains the results for

this participant.

int8 RacePosition

Participant's final race position. Relevant only in qualification and race stages.

int16 Lap

Current lap number.

int32 VehicleId

Id of vehicle used.

string State

Participant's state. Valid values are Racing, Finished, DNF, Disqualified, Retired, InGarage, EnteringPits, InPits, ExitingPits.

int32 TotalTime

Participant's total race time.

int32 FastestLapTime

Participant's fastest lap time.

Impact

This event is generated when a participant collides with something. This event is reported by one of the participants in the collision, and can contain information about the other participant (unless this is a collision with the environment). Which participant reports this event is not defined, it is not the one who "caused" the collision. Because of the asymmetric nature of physical collisions in multiplayer, the other participant might report the same event too, with slightly different values.

int32 OtherParticipantId

Other participant's id, or -1 if not collided into a participant.

int32 CollisionMagnitude

Magnitude of the impact. Value reported by physics multiplied by 1000, with 0 meaning no impact (never reported) and 1000 being the highest value.

CutTrackStart

This event is reported when a participant goes off-track.

int16 Lap

Current lap.

int8 RacePosition

Current race position.

int8 IsMainBranch

Is this the main branch of the track?

int32 LapTime

Current time into lap, in milliseconds.

CutTrackEnd

This event is reported when a participant returns back to track. This matches the previous CutTrackStart event reported for the participant.

int32 ElapsedTime

Time elapsed while off-track.

int32 SkippedTime

Estimated time skipped by cutting the track.

int8 PlaceGain

Number of places gained or lost while off-track.

int32 PenaltyValue

Penalty value computed from various cut-track variables.

int32 PenaltyThreshold

Minimum penalty value for the cut to be considered for actual penalty.

Track List

All tracks supported by the game. The track identifiers are used for example by the TrackId session attribute.

name	id	gridsize
24 Hours of Le Mans Circuit	1740968730	32
Autodromo Internazionale Enzo E Dino Ferrari Imola	920145926	32
Autodromo Nazionale Monza GP	-52972612	32
Autodromo Nazionale Monza GP Historic	1184596327	22
Autodromo Nazionale Monza Historic Oval + GP Mix	1327182267	22
Autodromo Nazionale Monza Oval Historic	-163046637	22
Autodromo Nazionale Monza Short	368740158	32
Autódromo Internacional do Algarve	-416617300	32
Azure Circuit	832629329	32
Azure Coast	560711985	32
Azure Coast Stage 1	550129415	32
Azure Coast Stage 2	-780879576	24
Azure Coast Stage 3	-1737261125	32
Azure Coast Westbound	-1936790504	24
Bannochbrae Road Circuit	-602684269	20
Bathurst Mount Panorama	921120824	32
Brands Hatch GP	1988984740	30
Brands Hatch Indy	1300627020	30
Brno GP	-907901266	26
Cadwell Park Club	328972919	12
Cadwell Park GP	1876749797	12
Cadwell Park Woodland	-1408189041	12

California Highway Full	-1593944167	32
California Highway Reverse	928006536	32
California Highway Stage 1	1676943041	32
California Highway Stage 2	940391868	32
California Highway Stage 3	-331502851	32
Chesterfield Karting Circuit	-1735912413	24
Circuit de Barcelona-Catalunya Club	-1042928898	32
Circuit de Barcelona-Catalunya GP	521933422	32
Circuit de Barcelona-Catalunya National	-998191994	32
Circuit de Spa-Francorchamps GP	904625875	32
Circuit de Spa-Francorchamps Historic	-1804962581	20
Circuit of the Americas Club	802214179	18
Circuit of the Americas GP	2050315946	32
Circuit of the Americas National	1629467388	32
Daytona International Speedway Rallycross	35770107	6
Daytona International Speedway Tri-Oval	2054003546	32
Daytona Road Course	467707118	32
DirtFish Boneyard Course	980779751	6
DirtFish Mill Run Course	-1694936640	6
DirtFish Pro Rallycross Course	-2108341365	6
Donington Park GP	354022214	32
Donington Park National	-1194019375	32
Dubai Autodrome Club	1735854797	32
Dubai Autodrome GP	-661887517	32
Dubai Autodrome	-710712693	32

International		
Dubai Autodrome National	-31727447	32
Dubai Kartdrome	-232513374	22
Fuji GP	-1695214357	32
Glencairn East	766599953	16
Glencairn East Reverse	-446794969	16
Glencairn GP	-1066742780	16
Glencairn Reverse	-1520844580	16
Glencairn West	-1408779593	16
Glencairn West Reverse	-913625358	16
Greenwood Karting Circuit	-1160443077	22
Hockenheim Classic GP	1552853772	32
Hockenheim GP	1695182971	30
Hockenheim National	-1977142985	30
Hockenheim Rallycross	761864750	6
Hockenheim Short	1768660198	30
Indianapolis Motor Speedway Oval	62242453	32
Indianapolis Motor Speedway Road Course	211444010	28
Knockhill International	-2126387783	12
Knockhill International Reverse	-1088073214	12
Knockhill National	1887425815	12
Knockhill National Reverse	458589160	12
Knockhill Rallycross	977699253	6
Knockhill Tri-Oval	-941106232	10
Le Mans Bugatti Circuit	-1027934689	32
Le Mans International Karting Circuit	1457129528	20
Long Beach Street Circuit	1731699995	32
Lydden Hill GP	953639515	16
Lydden Hill Rallycross	673609283	6
Lånkebanen Rallycross	2087662703	6

Mazda Raceway Laguna Seca	-1612023328	26
Mojave Boa Ascent	-984009759	32
Mojave Cougar Ridge	31280808	32
Mojave Coyote Noose	369271528	32
Mojave Gila Crest	-60500434	32
Mojave Sidewinder	2015693491	32
Nürburgring Combined	-891514248	30
Nürburgring GP	-945967394	30
Nürburgring Müllenbach	-246966400	30
Nürburgring Nordschleife	697498609	32
Nürburgring Nordschleife Stage 1	1459212514	32
Nürburgring Nordschleife Stage 2	-300387291	32
Nürburgring Nordschleife Stage 3	1128950148	32
Nürburgring Sprint	-709737101	30
Nürburgring Sprint Short	-810715843	30
Oschersleben A Course	-1194185720	28
Oschersleben B Course	816601966	28
Oschersleben C Course	-1359299594	24
Oulton Park Fosters	-2021024495	26
Oulton Park International	545979690	26
Oulton Park Island	-1877699523	26
Rallycross of Loheac	-598879227	6
Red Bull Ring Club	-73186614	32
Red Bull Ring GP	-1933253531	32
Red Bull Ring National	-2014223741	32
Road America	-660300766	32
Rouen Les Essarts	-1031249929	26
Rouen Les Essarts Short	-1515473908	26
Ruapuna Park A Circuit	619694160	28
Ruapuna Park B Circuit	-2046633090	28

Ruapuna Park Club	1446378877	28
Ruapuna Park GP	1277693448	28
Ruapuna Park Outer Loop	1940584155	28
Sakitto GP	-1759743046	32
Sakitto International	-1474170192	24
Sakitto National	-1260826266	24
Sakitto Sprint	-879282119	32
Sampala Ice Circuit	-823048021	6
Silverstone Classic GP	-1194290828	18
Silverstone GP	1641471184	32
Silverstone International	1101719627	32
Silverstone National	1952936927	32
Silverstone Stowe	1600840139	8
Snetterton 100	-867340010	26
Snetterton 200	1058872832	26
Snetterton 300	1508903068	26
Sonoma Raceway GP	-1454279631	32
Sonoma Raceway National	-995202729	32
Sonoma Raceway Short	1035110721	32
Sportsland SUGO	-1024221192	26
Summerton International	-44748320	28
Summerton National	1408845203	28
Summerton Sprint	-1605913568	28
Texas Motor Speedway	1185954707	32
Texas Motor Speedway Infield Course	1719717729	20
Texas Motor Speedway Road Course	533066470	32
Watkins Glen International GP	-1785781495	32
Watkins Glen International Short	1590386668	32
Wildcrest Rallycross	1892852585	6
Willow Springs Horse Thief	-1849531562	24

Mile		
Willow Springs International Raceway	-103312908	32
Zhuhai International Circuit	1836888499	32
Zolder	-360711057	32

Vehicle List

All vehicles supported by the game. The vehicle identifiers are used for example by the VehicleModelId session attribute. This document does not include ids of all individual vehicle liveries, please run /api/list/liveries to get those.

name	id	class
Acura NSX	728234598	Road C
Acura NSX GT3	-878083866	GT3
Agajanian Watson Roadster	-1443190363	Vintage Indycar
Aston Martin DB11	-1303813490	Road D
Aston Martin DBR1/300	-91815086	Vintage Touring-GT C
Aston Martin Vantage GT12	1268015922	Road C
Aston Martin Vantage GT3	1452261378	GT3
Aston Martin Vantage GT4	2086246081	GT4
Aston Martin Vantage GTE	1401532035	GTE
Aston Martin Vulcan	1682144078	Track Day A
Audi 90 quattro IMSA GTO	1470929381	GTO
Audi A1 quattro	2082176226	Road F
Audi R18 e-tron quattro (2014)	1219511257	LMP1
Audi R8 (LMP900)	-1761671051	LMP900
Audi R8 LMS	1934199723	GT3
Audi R8 LMS Endurance	998894988	GT3
Audi R8 V10 plus 5.2 FSI quattro	1469658023	Road C
Audi V8 quattro DTM	-340376700	Group A
BAC Mono	1400443574	Road B
BMW 1 Series M Coupé	-1226176940	Road E
BMW 1 Series M Coupé StanceWorks Edition	-1411323812	Road D
BMW 2002 StanceWorks Edition	-1187748261	Vintage Touring-GT B
BMW 2002 Turbo	143364290	Road G
BMW 320 TC (E90)	9503224	Touring Car

BMW 320 Turbo Group 5	779111340	Group 5
BMW M1 Procar	1368036017	Group 4
BMW M3 GT4 (E92)	-1545450182	GT4
BMW M3 Sport Evo Group A	-934098507	Group A
BMW M6 GT3	-241187148	GT3
BMW M6 GTLM	-782532739	GTE
BMW V12 LMR	975104023	LMP900
BMW Z4 GT3	1161219858	GT3
Bentley Continental GT3 (2015)	987814806	GT3
Bentley Continental GT3 (2016)	-1001664988	GT3
Bentley Continental GT3 Endurance	1637772163	GT3
Bentley Speed 8	-494100071	LMP900
Cadillac ATS-V.R GT3	-2025231366	GT3
Caterham SP/300.R	675194619	Track Day B
Caterham Seven 620 R	1864701845	Road D
Chevrolet Camaro Z/28 '69 TransAm	728095309	Vintage Touring-GT A
Chevrolet Camaro ZL-1	178583869	Road D
Chevrolet Corvette C7.R	-384044277	GTE
Chevrolet Corvette Z06	1141733552	Road C
Dallara IR-12 Chevrolet (Road Course)	-382513194	Indycar
Dallara IR-12 Chevrolet (Speedway)	1818067169	Indycar
Dallara IR-12 Honda (Road Course)	-1796028503	Indycar
Dallara IR-12 Honda (Speedway)	-2064669470	Indycar
Ferrari 288 GTO	-1902340407	Road E
Ferrari 330 P4	-335104961	Vintage Prototype B
Ferrari 333 SP	-1273964900	LMP900

Ferrari 365 GTB4 Competizione	696555869	Vintage Touring-GT A
Ferrari 488 GT3	185812116	GT3
Ferrari 488 GTE	405826415	GTE
Ferrari Enzo	-1459535564	Road B
Ferrari F40 LM	1015579264	GTO
Ferrari F50 GT	-1728824001	GT1
Ferrari LaFerrari	1965567405	Road A
Ford Escort RS1600	1639105598	Road G
Ford Escort RS1600 (Racing)	-615186701	Vintage Touring-GT B
Ford Escort RS1600 (Rallycross)	-1796949190	Vintage RX
Ford F-150 RTR Ultimate Funhaver	-1548941295	Road G
Ford Falcon FG V8 Supercar	1357515789	V8 Supercars
Ford Focus RS RX	647968520	WRX
Ford Fusion Stockcar	851491257	Modern Stockcar
Ford GT	366881611	Road B
Ford GT LM GTE	-1856752594	GTE
Ford MkIV	-1774335742	Vintage Prototype B
Ford Mustang 2+2 Fastback	1397255601	Road G
Ford Mustang Boss 302R	1111049682	GT4
Ford Mustang Cobra TransAm	-11335215	GTO
Ford Mustang GT	1230061845	Road E
Ford Mustang RTR GT4	161704608	GT4
Ford Sierra Cosworth RS500 Group A	-1253474718	Group A
Formula A	1909945073	Formula A
Formula C	-1041674971	Formula C
Formula Renault 3.5	1626504761	Formula Renault
Formula Rookie	-2075284877	F5
Formula X	-439539835	Formula X

Ginetta G40 GT5	58065064	GT5
Ginetta G40 Junior	310900789	G40 Junior
Ginetta G55 GT3	-1170674276	GT3
Ginetta G55 GT4	2091910841	GT4
Ginetta G57	1433352906	Track Day A
Ginetta LMP3	-623946728	LMP3
Honda 2&4 Concept	-448429240	Track Day B
Honda Civic Coupé GRC	951815226	WRX
Honda Civic Type-R	373960596	Road F
Jaguar E-Type V12 Group44	-1005942571	Vintage Touring-GT A
Jaguar F-Type SVR Coupé	1187826685	Road D
Jaguar XJ220 S	-387045855	Road B
Jaguar XJR-9	1716535504	Group C1
Jaguar XJR-9 LM	-1488131398	Group C1
KTM X-Bow GT4	1574251638	GT4
KTM X-Bow R	761457895	Road D
Kart	844159614	Kart1
Lamborghini Aventador LP700-4	1977120176	Road B
Lamborghini Diablo GTR	-1197419789	GTO
Lamborghini Huracán GT3	-93033971	GT3
Lamborghini Huracán LP610-4	1850232477	Road C
Lamborghini Huracán LP620-2 Super Trofeo	1406411897	Super Trofeo
Lamborghini Sesto Elemento	266758367	Track Day B
Lamborghini Veneno LP750-4	1564669712	Road B
Ligier JS P2 Honda	1468371103	LMP2
Ligier JS P2 Judd	-1068716209	LMP2
Ligier JS P2 Nissan	820529698	LMP2
Ligier JS P3	-1951461577	LMP3

Lotus Type 25 Climax	-713284494	Vintage F1 D
Lotus Type 38 Ford	1162971218	Vintage Indycar
Lotus Type 40 Ford	-1204688299	Vintage Prototype B
Lotus Type 49 Cosworth	578969971	Vintage F1 C
Lotus Type 49C Cosworth	1061494025	Vintage F1 C
Lotus Type 51	-1435057179	Vintage F3 A
Lotus Type 56	-294770034	Vintage Indycar
Lotus Type 72D Cosworth	-1320616846	Vintage F1 C
Lotus Type 78 Cosworth	-1835861548	Vintage F1 B
Lotus Type 98T Renault Turbo	1959097924	Vintage F1 A
Marek RP 219D LMP2	-980019072	LMP2
Marek RP 339H LMP1	1898954187	LMP1
Mazda MX-5 Radbul	-1966060946	Drift
McLaren 570S	980572679	Road C
McLaren 650S GT3	1153746660	GT3
McLaren 720S	1106819298	Road A
McLaren F1	307010432	Road C
McLaren F1 GTR Long Tail	-1001569309	GT1
McLaren P1™	-1748676965	Road A
McLaren P1™ GTR	-1339322144	Track Day A
Mercedes-AMG A 45 4MATIC	-1522922538	Road E
Mercedes-AMG A 45 SMS-R Rallycross	574354493	WRX
Mercedes-AMG A 45 SMS-R Touring	-1275144817	Touring Car
Mercedes-AMG C 63 Coupé S	-78832007	Road E
Mercedes-AMG GT R	-2059595338	Road C
Mercedes-AMG GT3	1353949246	GT3
Mercedes-Benz 190E 2.5-16 Evolution 2 DTM	262982797	Group A
Mercedes-Benz 300 SEL 6.8 AMG	-85660500	Vintage Touring-GT B

Mercedes-Benz 300 SL (W194)	1401308680	Vintage Touring-GT D
Mercedes-Benz CLK-LM	1979398129	GT1
Mercedes-Benz SLS AMG GT3	274862187	GT3
Mini Countryman RX	-69155277	WRX
Mitsubishi Lancer Evolution IX FQ360	-149617068	Road E
Mitsubishi Lancer Evolution VI SVA	-1159965983	Track Day A
Mitsubishi Lancer Evolution VI T.M.E.	460478144	Road F
Mitsubishi Lancer Evolution X FQ400	998947753	Road E
Nissan 280ZX IMSA GTX	-888134359	Group 5
Nissan 300ZX Turbo IMSA GTS	-704151830	GTO
Nissan 300ZX Turbo LM	1747257697	GTO
Nissan Fairlady 240ZG GTS-II	1481115672	Vintage Touring-GT A
Nissan GT-R Nismo (R35)	85063219	Road C
Nissan GT-R Nismo GT3 (R35)	-1416203489	GT3
Nissan GTP ZX-Turbo	-19222976	Group C1
Nissan KDR30 Super Silhouette	-278306106	Group 5
Nissan R390 GT1	-343023508	GT1
Nissan R89C	1891730007	Group C1
Nissan R89C LM	-1761080088	Group C1
Nissan Skyline GT-R (BNR32) Group A	2136103830	Group A
Nissan Skyline GT-R (R34) SMS-R	-303591806	Track Day B
Olsbergs MSE RX Supercar Lite	-579256927	RXLites
Opel Astra TCR	-344750627	Touring Car

Oreca 03 Nissan	-98064499	LMP2
Pagani Huayra BC	1356687088	Road A
Pagani Zonda Cinque Roadster	-1617916111	Road B
Pagani Zonda Revolución	-486674040	Track Day A
Panoz Esperante GTR1	-871253931	GT1
Porsche 911 GT1-98	1076438091	GT1
Porsche 911 GT3 R	809291220	GT3
Porsche 911 GT3 R Endurance	1972396515	GT3
Porsche 911 GT3 RS	-2133597590	Road B
Porsche 918 Spyder Weissach	-698401632	Road A
Porsche 935/77	1319185453	Group 5
Porsche 935/80	1213801406	Group 5
Porsche 936 Spyder	-506272602	Group 6
Porsche 962C	957632269	Group C1
Porsche 962C Langheck	-48442135	Group C1
Porsche Cayman GT4 Clubsport MR	1464988033	GT4
RWD P20 LMP2	1352236476	LMP2
RWD P30 LMP1	1137321511	LMP1
Radical RXC Turbo	-1048050877	Road A
Radical SR3-RS	1231996358	Track Day B
Radical SR8-RX	152867459	Track Day A
Renault Alpine A442B	-699643670	Group 6
Renault Clio Cup	-648709823	TC1
Renault Mégane R.S. 275 Trophy-R	-956881226	Road F
Renault Mégane R.S. SMS-R Rallycross	556202917	WRX
Renault Mégane R.S. SMS-R Touring	-1444632268	Touring Car
Renault Mégane Trophy V6	-931590477	Megane Trophy
Renault Sport R.S. 01	-1856998124	RS01 Trophy

Renault Sport R.S. 01 GT3	-1860886593	GT3
Sauber C9 LM Mercedes-Benz	1368545018	Group C1
Sauber C9 Mercedes-Benz	65306143	Group C1
Toyota 86	-41807622	Road G
Toyota GT-86	-235751604	Road G
Toyota GT-86 Rocket Bunny GT4	1764851930	GT4
Toyota GT-86 Rocket Bunny Street	1278633095	Road C
Toyota GT-One (1998)	-1695434771	GT1
Toyota GT-One (1999)	-370668051	LMP900
Toyota TS040 Hybrid	1810453820	LMP1
Volkswagen Polo RX Supercar	2037619631	WRX
Zakspeed Ford Capri Group 5	1817703058	Group 5

Vehicle Classes

All vehicle classes supported by the game. The class identifiers are used for example by the VehicleClassId session attribute.

name	value
488 Challenge	-517378763
Drift	97638723
F5	1361234018
Formula A	1212874744
Formula C	-128176390
Formula Renault	-1981841276
Formula X	-14405160
G40 Junior	-207872622
GT1	1323122160
GT3	-112887377
GT4	1553262379
GT5	-1358908608
GTE	1740243009
GTO	-1796732671
Group 4	-718294614
Group 5	-48135339
Group 6	-427741350
Group A	-1270088329
Group C1	-1503297100
Indycar	61661019
Kart1	2028372520
LMP1	-1289517523
LMP2	-564539194
LMP3	974854672
LMP900	1543160927
Megane Trophy	-824554870
Modern Stockcar	1992634946
RS01 Trophy	-4596059

RXLites	1249367921
Road A	767810805
Road B	-1300724070
Road C	-2104459828
Road D	298754909
Road E	831252177
Road F	-2132031460
Road G	325949975
Super Trofeo	-911791795
TC1	-1529501352
Touring Car	52697193
Track Day A	-1840922352
Track Day B	-1578275110
V8 Supercars	1572999773
Vintage F1 A	-541941989
Vintage F1 B	1153998110
Vintage F1 C	-1741070546
Vintage F1 D	2095740485
Vintage F3 A	-322104719
Vintage Indycar	-420369734
Vintage Prototype B	1362248927
Vintage RX	-795647603
Vintage Touring-GT A	-278964219
Vintage Touring-GT B	560967002
Vintage Touring-GT C	-1972079196
Vintage Touring-GT D	-1722857081
WRX	-1354623995

Enums

The attributes use several "enum" types listed below. In server.cfg configuration, only the numeric values can be used. From Lua addons, and therefore also in the sms_rotate addon's configuration, either the numeric value or the name string can be used.

Damage

The Damage enum type, used by the DamageType session attribute.

name	value
OFF	0
VISUAL_ONLY	1
PERFORMANCEIMPACTING	2
FULL	3

TireWear

The TireWear enum type, used by the TireWearType session attribute.

name	value
X7	0
X6	1
X5	2
X4	3
X3	4
X2	5
STANDARD	6
SLOW	7
OFF	8

FuelUsage

The FuelUsage enum type, used by the FuelUsageType session attribute.

name	value
STANDARD	0
SLOW	1

OFF	2
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Penalties

The Penalties enum type, used by the PenaltiesType session attribute.

name	value
NONE	0
FULL	1

AllowedView

The AllowedView enum type, used by the AllowedViews session attribute. Note that the game supports only the "Any" and "CockpitHelmet" values.

name	value
Any	0
CockpitHelmet	2

Weather

The Weather enum type, used by the WeatherSlotN session attributes. To use "real" weather, set WeatherSlots to 0.

name	value
Clear	-934211870
FogWithRain	-358600329
Foggy	2067843977
Hazy	-1299791789
HeavyCloud	129238383
HeavyFog	-754279862
HeavyFogWithRain	-1604560069
LightCloud	296956818
LightRain	270338437
MediumCloud	888299130
Overcast	-1293634875
Rain	1461703858

Random	1275961519
Storm	-1592958063
ThunderStorm	-2112363295
blizzard	282734801
heavysnow	1838012094
snow	-2057276008

Flags

In addition to "enums", several attributes have a "flags" type. While enums can be set to one selected value from their list, flags can combine any number of the values together by adding the values. The attributes use several "enum" types listed below. In server.cfg configuration, only the added values can be used. From Lua addons, and therefore also in the sms_rotate addon's configuration, either the numeric added value or a string format can be used. The string is created by separating several flag names (or event their numeric values) by commas, with no whitespace inbetween. So for example "ABS_ALLOWED,SC_ALLOWED" is the same session flags value as 96, which is the same as "SC_ALLOWED,32".

SessionFlags

The SessionFlags flags type, used by the Flags session attributes.

name	value
COOLDOWNLAP	-2147483648
FORCE_IDENTICAL_VEHICLES	2
ALLOW_CUSTOM_VEHICLE_SETUP	8
FORCE_REALISTIC_DRIVING_AIDS	16
ABS_ALLOWED	32
SC_ALLOWED	64
TCS_ALLOWED	128
FORCE_MANUAL	256
FORCE_SAME_VEHICLE_CLASS	512
FORCE_MULTI_VEHICLE_CLASS	1024
FILL_SESSION_WITH_AI	131072
MECHANICAL_FAILURES	262144
AUTO_START_ENGINE	524288
TIMED_RACE	1048576
GHOST_GRIEFERS	2097152
PASSWORD_PROTECTED	4194304
ONLINE_REPUTATION_ENABLED	8388608
WAIT_FOR_RACE_READY_INPUT	16777216
HAS_RACE_DIRECTOR	33554432
HAS_BROADCASTER	67108864

PIT_SPEED_LIMITER	134217728
PIT_STOP_ERRORS_ALLOWED	268435456
DISABLE_DRIVING_LINE	536870912
ANTI_GRIEFING_COLLISIONS	1073741824

PlayerFlags

The PlayerFlags flags type, used by the RaceStatFlags player (session member) attributes. This is a status attribute which can't be modified and is not used in session setups.

name	value
MODEL_NOVICE	0
SETUP_USED	1
CONTROLLER_GAMEPAD	2
CONTROLLER_WHEEL	4
CONTROLLER_MASK	6
AID_STEERING	8
AID_BRAKING	16
AID_ABS	32
AID_TRACTION	64
AID_STABILITY	128
AID_NO_DAMAGE	256
AID_AUTO_GEAR	512
AID_AUTO_CLUTCH	1024
MODEL_NORMAL	2048
MODEL_EXPERIENCED	4096
MODEL_PRO	6144
MODEL_ELITE	8192
MODEL_MASK	14336
AID_DRIVING_LINE	32768
VALID	1073741824