[Physics]
; Gravity coef (1.0 = standard gravity)
gravity_coeff = F, *def* 1.0

[/Physics]

[Forces_computation]
; new anti skidding forces computation (takes angular momentum into account)
new_antiskidding_forces = B, def TRUE

[/Forces_computation]

[PFD]
[/PFD]

[Collisions]

; elasticity of collisions car / background, between 0 and 1
elasticity = F, *def* 0, *min* 0, *max* 1

; solid friction = **solid_friction_const** + <shock normal impulse> *
solid_friction_coeff
solid_friction_coeff = F, *def* 0, *min* 0
solid_friction_const = F, *def* 0, *min* 0

; height of the collision lower plane (0 = the plane is the bounding box lower
plane)
lower_plane_height = F, *def* 0

; distance to the road (in meters) from which the car is repositionned on the
last guide
max_dist_to_road = F, *def* 20, *min* 0
[/Collisions]

[Surface]

; grip coeff of the surface
grip_coeff = F, *def* 1.0, *min* 0

; sinking depth (snow...)
sinking_depth = F, *def* 0

; bumps amplitude (grass...)
bumps_amplitude = F, *def* 0, *min* 0

[/Surface]