Description of the parameters for animator controller

1. **# Index** [-]
2. **Time** [ms]
3. **X coordinates of scene** [m]
4. **Y coordinates of scene** [m]
5. **Z coordinates of scene** [m]
6. **Roll** [*] (naklánění)
7. **Yaw** [*] (zatáčení)
8. **Pitch** [*] (nahoru-dolů)
9. **Speed** [m/s]
10. **RPM** [ot./min]
11. 0 (Synchro [H]) (not used)
12. 0 (City [H]) (not used)
13. 0 (Timeline [H]) (not used)
14. Ligh State [0/1] switch on/off
15. **Steer** (volant) [-1000;1000])
16. **Throttle** (plyn) [0;1000]
17. **Brake** (brzda) [0;1000]
18. 0 (Clutch) (spojka) (not used)
19. Gear (rychlost) [-1,0,1,2,3,4,5]
20. Wheel Contact Surface[1] (not used)
21. Wheel Contact Surface[2] (not used)
22. Wheel Contact Surface[3] (not used)
23. Wheel Contact Surface[4] (not used)
24. Wheel Pos X[1] [m] (left front wheel)
25. Wheel Pos Y[1] [m]
26. Wheel Pos X[2] [m] (right front wheel)
27. Wheel Pos Y[2] [m]
28. Wheel Pos X[3] [m] (left rear wheel)
29. Wheel Pos Y[3] [m]
30. Wheel Pos X[4] [m] (right rear wheel)
31. Wheel Pos Y[4] [m]
32. Brake Memory [ ]
33. X component of the Quaternion
34. Y component of the Quaternion
35. Z component of the Quaternion
36. W component of the Quaternion
37. Trigger Code [2^i] (not used)
38. Velocity X [m/s]
39. Velocity Y [m/s]
40. Velocity Z [m/s]
41. Acceleration X [m/s^2]
42. Acceleration Y [m/s^2]
43. Acceleration Z [m/s^2]
44. Angular velocity X [m/s]
45. Angular velocity Y [m/s]
46. Angular velocity Z [m/s]
47. Angle acceleration X [m/s^2] (not used)
48. Angle acceleration Y [m/s^2] (not used)
49. Angle acceleration Z [m/s^2] (not used)
50. ADAS [0,1,2,3,4,5,6] (not used)
51. ADAS Lead [0/1] (not used)
52. Trig event. [0/1] (not used)
53. Distance To Leader Car [m] (not used)
54. Actual Torque (steer) [N/m] (not used)
55. Acceleration from velocity X
56. Acceleration from velocity Y
57. Acceleration from velocity Z
58. Acceleration from velocity (MA filter) X
59. Acceleration from velocity (MA filter) Y
60. Acceleration from velocity (MA filter) Z
61. Acceleration from velocity (Median filter) X
62. Acceleration from velocity (Median filter) Y
63. Acceleration from velocity (Median filter) Z
64. Acceleration from velocity (Kalman filter) X
65. Acceleration from velocity (Kalman filter) Z
66. Acceleration from velocity (Kalman filter) X
67. Acceleration from position X
68. Acceleration from position Y
69. Acceleration from position Z
70. Acceleration from position (MA filter) X
71. Acceleration from position (MA filter) Y
72. Acceleration from position (MA filter) Z
73. Acceleration from position (Median filter) X
74. Acceleration from position (Median filter) Y
75. Acceleration from position (Median filter) Z
76. Acceleration from position (Kalman filter) X
77. Acceleration from position (Kalman filter) Y
78. Acceleration from position (Kalman filter) Z

Traditional parameters for audio synthesis are shown in bold.

Columns 3.-5. the position of the car’s center of gravity in Cartesian coordinates,
columns 6.-8. position of the car’s center of gravity in Euler angles,
columns 55.-78. parameters for controlling the mechanical platform,
columns 67.-82. not used.