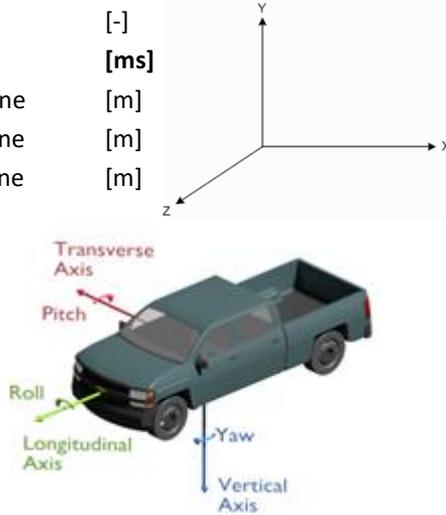


## Description of the parameters for animator controller

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



**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*.