



17 February 2024 from 9.00 am




REGULATIONS

REVISED TO *22/01/2024*



MANCHE	CIRCUIT	LOBBY 1
PREQUALIF	Bathurst	12/02/2024 at 8.30pm
ROUND 1	Bathurst	17/02/2024 at 9:00 am
ROUND 2	Bathurst	17/02/2024 at 1:00 PM
ROUND 3	Bathurst	17/02/2024 at 17h00
ROUND 4	Bathurst	17/02/2024 at 21h00

1.	THE COMPETITION	4
2.	REGISTRATION	4
3.	COMPETITION FORMAT	4
4.	PRE-QUALIFICATION.....	5
5.	SPLIT/LOBBY DISTRIBUTION.....	5
6.	DELIVERED	6
7.	COMMUNICATION WITH THE ORGANISER  Discord	7
8.	RACE BROADCASTING	7
9.	GENERAL COMPETITION RULES	7
10.	THE RACE COMMITTEE	7
11.	PROGRESS OF A RUN	8
12.	CASE OF REPLACEMENT.....	8
13.	QUALIFICATION.....	9
14.	RED TIRE	9
15.	LOBBY BUG / RESTART	9
16.	SHOW CRASH DURING THE RACE	9
17.	TEST POSTPONEMENT	10
18.	POINTS SCALE	10
19.	SCALE OF PENALTIES	10
20.	DRIVER CONNECTION AND LAGS.....	10
21.	INCLUSION AND EXCLUSION.....	11
22.	THE RACE LOUNGES FOR EACH ROUND	11

1. THE COMPETITION

MSL Endurance is an immersive and demanding experience for endurance racing enthusiasts. Recreating real-life events, aligning dates with official endurance competitions, offers a unique chance for drivers and teams to compete in an environment similar to that of real competition.

This approach not only tests the skills of the drivers, but also tests the resilience and strategy of the teams. Reproducing real-life conditions in a virtual competition can be extremely rewarding and intensify the experience for participants.

The challenges faced in this type of competition can be varied, from managing race strategy to team coordination and adapting to changing conditions. This could offer an immersive experience, often reserved for endurance professionals, to a wider audience of enthusiasts.

This level of commitment and authenticity can really captivate endurance racing purists and enthusiasts, providing an intense and rewarding experience, while bringing participants virtually closer to the reality of endurance racing.

2. REGISTRATION

Registrations are open until midnight ***11/02/2024***.

To take part in the competition, all riders must first register on the MSL website and then fill in the appropriate form on the events page:

Registration at the MSL: https://www.msleague.fr/?page_id=1504

Competition registration : *** [Registration: 12h of Mount Panorama \(msleague.fr\)](https://www.msleague.fr/?page_id=1504) ***

Crew of 2, 3 or 4 drivers + Crew number + Crew name* * Crew of 2, 3 or 4 drivers + Crew number + Crew name* * Crew of 2, 3 or 4 drivers + Crew name

3. COMPETITION FORMAT

The race will take place as follows:

The race is scheduled to start at 9.00 am on 17 February 2024. The race will be divided into 4 relays of 3 hours each, with a 1-hour break between each relay.

This will give the organisation the time it needs to calculate the discrepancies and organise the reopening of the next lobby.

The race will be run in BOP with no parameters allowed, and all types of tyre will be compulsory, with no particular conditions to be met (the number of laps with each type of tyre will be left to the choice of the teams).

Brake balancing will be available for this event.

An important reminder: the pits will be closed during the first lap.

4. PRE-QUALIFICATION

Pre-qualification will take place ***12/02/2024***.

- exhibition opens at 8.30 p.m. first come, first served
- no suction allowed
- burn fuel prohibited
- Bump drafts are prohibited in pre-qualification
- The car for pre-qualifying will be Mazda 3 Gr4
- Minimum 2 drivers will have to pass the pre-qualifications (if more only the 2 best times will be kept)



MS LEAGUE MASTER SIMRACING LEAGUE		MSL Endurance 12h de Bathurst	
PARAMÈTRES DU SALON		FICHE DE COURSE	
Mode Salon	Entraînement / Qualifications / Course	Limite de temps	15
Accès au salon	Amis uniquement	Heure de reprise des qualifications	180 s
Type de Course	Course réelle	Usure pneumatique (qualifications)	x2
Nombre max. de participants	16	Consommation de carburant (qualifications)	x1
		Carburant initial (qualifications)	50%
PARAMÈTRES DU CIRCUIT		PARAMÈTRES DE QUALIFICATIONS	
Démarrage automatique	--		
Circuit	Mount Panorama Motor Racing Circuit		
Nombre de tours	1 Tours		
PARAMÈTRES MÉTÉO / HORAIRES		PARAMÈTRES DES RÈGLES	
Méthode de sélection météo	Météo prédéfinie	Filterer par catégorie	Gr. 4
Météo prédéfinie	S11	Limite de PP	Aucune limite
Mode conditions égales	Oui	Puissance max.	Aucune limite
Heure du jour	Aurore	Poids minimum	Aucune limite
		Pneus utilisables	Course
		Pneus utilisables et types	<input checked="" type="checkbox"/> CrT <input checked="" type="checkbox"/> CrM <input type="checkbox"/> CrD <input type="checkbox"/> I <input type="checkbox"/> P
		Type de pneus obligatoire	<input type="checkbox"/> Nitro <input type="checkbox"/> Ne peut être installé <input type="checkbox"/> Utilisation de karts <input type="checkbox"/> Non <input type="checkbox"/> Remplacement moteur <input type="checkbox"/> Interdit <input type="checkbox"/> Pièces de préparation <input type="checkbox"/> Aucune limite
PARAMÈTRES DE COURSE		PARAMÈTRES DE PÉNALITÉS	
Type de départ	Départ Lancé	Pénalité de raccourci	Forte
Ordre de départ	La plus rapide en premier	Pénalité de collision (mur)	Désactivée
BoP/Préparation interdits	Oui	Trajectoire ajustée après collision	Sans
Options de paramètres	Certaines	Pénalité de collision (voiture)	Non
<input type="checkbox"/> Réglage de hauteur de carrosserie	<input type="checkbox"/> Différentiel	Pénalité de coupure de la ligne des stands	Activée
<input type="checkbox"/> Barre anti-roulis	<input type="checkbox"/> Différentiel central à vecteur de couple	Transparence pendant la course	Désactivée
<input type="checkbox"/> Ratio d'amortissement	<input type="checkbox"/> Transmission (pas de transmission secondaire)	Règlement des drapeaux	Oui
<input type="checkbox"/> Fréquence naturelle	<input type="checkbox"/> Transmission (transmission secondaire)		
<input type="checkbox"/> Angle de carrossage négatif	<input type="checkbox"/> Anti-lag		
<input type="checkbox"/> Angle de pincement	<input checked="" type="checkbox"/> Equilibre des freins		
<input type="checkbox"/> Appui			
RESTRICTIONS D'OPTIONS DE CONDUITE		INFO SALON DE COURSE	
Boost	Aucun	Hôte	FTR_Portos806
Force d'aspiration	Réaliste	Diffuseur	
Dégâts visibles	Oui	Organisateur	MSLeague Endurance
Dommages mécaniques	Légers	Commissaire	Vincou 17
Usure pneumatique	x2		
Consommation de carburant	x1		
Vitesse de ravitaillement	1 L/s		
Carburant initial	50%		
Réduction de l'adhérence hors piste	Réaliste		
Délai avant fin de course	180 s		
Nitro/Multiplicateur de temps	Défaut		

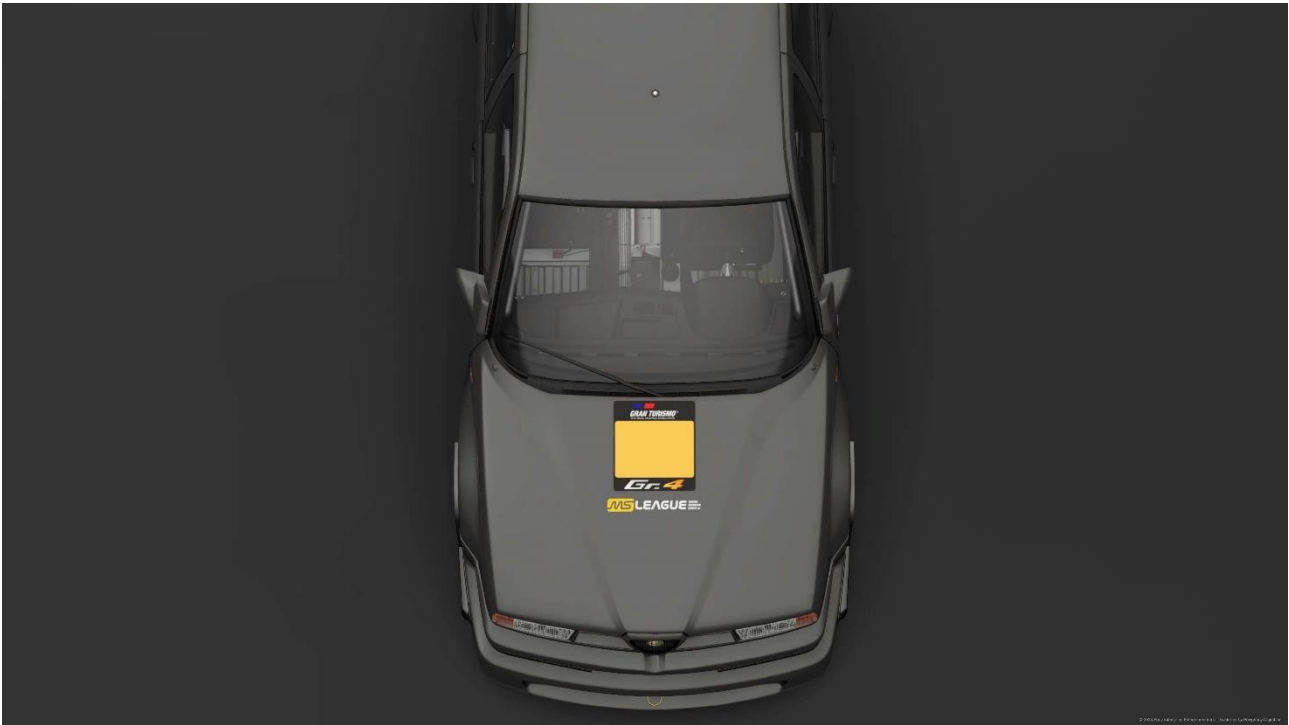
5. SPLIT/LOBBY DISTRIBUTION

Pre-qualifying will determine your position on the starting grid and the pool at the start of the race (several pools if there are enough drivers to complete a 2nd lobby).

Each lobby will be open between 20 and 30 minutes before the relay start time.

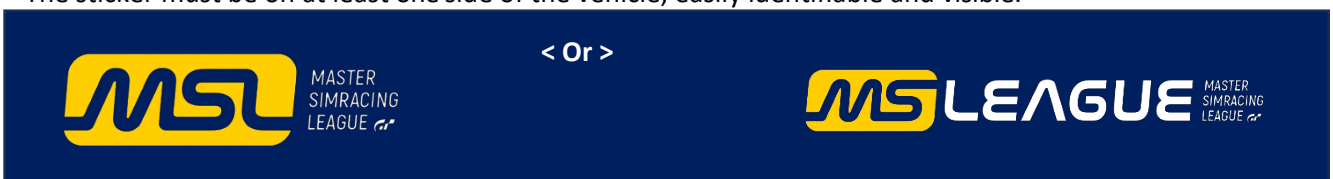
The hosts and presenters of each lobby will be announced 7 days before the start of the event.
in the vocal party created for this purpose

6. DELIVERED



MSL sticker :

The sticker must be on at least one side of the vehicle, easily identifiable and visible.



The placement of your stickers must correspond to the examples above

The number plate is available: Hagapeka

All the stickers are available on the PSN account ID: FTR_Portos806

The CoS will apply a penalty for non-compliance with the livery code for each non-compliant run.

7. COMMUNICATION WITH THE ORGANISER **Discord**

All exchanges with the organiser of this event must take place on the following Discord: Discord:

<https://discord.gg/buBKjnrss8>

Here are the different people to contact depending on the subject:

Organiser: **FTR_Portos806**

Race committee director: **Vincou17**

Responsible for distribution : **BFR_N1CE**

You must be present on the Discord for the entire duration of the competition. Any absence or leaving of the Discord will be interpreted as a withdrawal.

8. RACE BROADCASTING

All the races in the competition will be broadcast live, and the broadcast schedule will be announced on the Discord for each round and each lobby.

9. GENERAL COMPETITION RULES

All titular drivers undertake to behave respectfully towards their opponents, the organiser, the CoS, the broadcasters/commentators, the MSL and its representatives. This applies whether in the race, in the in-game chat, in the comments on the broadcasts or in any other area of public communication relating to this competition.

Drivers must demonstrate fair play and sportsmanship and respect the clauses of these regulations as well as the sporting regulations of the CoS (Committee of Simracing Officials). Should any fraudulent activity be suspected, and then proven after investigation, the player will be immediately excluded from the competition, and his team will not be able to replace him for the rest of the championship.

10. THE RACE COMMITTEE

The Committee of Simracing Officials (CoS) was created to bring together simracing officials around common rules and to guarantee drivers complete independence and neutrality in the handling of racing incidents.

Headed by a president, it brings together volunteer officials, both simracing drivers and FFSA-licensed marshals, who are deployed to eSports competitions at the request of event organisers and promoters.

Any complaints must be made on the MSL website within a maximum of 24 hours after the event.

At the end of a race and will be processed by the CoS:

https://www.msleague.fr/?page_id=2441 (Or menu: Commission ... + Post button ...)

You can also contest a decision by putting forward contradictory arguments, if you have been penalised.

You must send your objection within 24 hours of the publication of a sanction report concerning you:

https://www.msleague.fr/?page_id=2836 (Or menu: Commission ... + Challenge button ...)

11. PROGRESS OF A RUN

All actors will be added to a PlayStation Voice Party, 7 days before race day, including :

- The show host
- The organiser
- The diffuser
- Race stewards
- All participating drivers

The host of your lounge is a member of the race committee (CoS). Their PSN accounts will also be communicated to you on the competition Discord.

Opening of the show:

8.30 am Free practice: **30**

min Start of live session:

8.45 am

Lounge refreshment: **8.50 a.m.**

Race: **9.00 am**, duration 3.00 am

- Drivers must add the host at least 24 hours before the start of the event.
- If the race starts without a driver, he will be disqualified from the round even if it is a qualification.
- If it is necessary to classify the drivers on the grid manually, the drivers must be present and on track no later than 10 minutes before the start of the race, failing which they will be disqualified from that round.
- Each driver must check that he is able to leave the pits.
- The driver must have all the tyres required for the race.
- The pits will only be accessible from the second lap of the race.
- No restart in the event of a crash on the first lap.
- At the end of the race, we recommend that you save the replay of your race and keep it for at least 10 days.
- For points relating to disqualified drivers (refer to the CoS penalty scale).
- In the event of a lounge crash, see the [relevant](#) section.
- All Gr4s are allowed to take part except for 2 models: the **Mazda3** and the **Alfa 155 V6 Ti**.
- **Prohibited vehicle for the race**



- **Each member of a crew will be able to choose the vehicle of his or her choice for each relay of the event**

12. CASE OF REPLACEMENT

Allowing replacements with 48 hours' notice before the start of the race seems to be a reasonable measure to allow teams to adapt to possible driver changes. This offers a degree of flexibility while giving the organisation enough time to integrate the changes into the system and into the race logistics.

Requiring the replacement driver to have an MSL licence prior to entry is an important safety measure. Not only does this ensure that the substitute driver meets the criteria required to compete, but it can also help maintain the integrity of the race by avoiding problems with unauthorised or ineligible drivers.

The DSQ (disqualification) in the event of a problem with a replacement reinforces the importance of complying with these rules. This encourages teams to be diligent in checking the licences of replacement drivers, as the consequences of an error could be detrimental not only to the team concerned, but also to the integrity of the competition as a whole.

These rules and restrictions are designed to maintain a fair and equitable level of competition while allowing teams the flexibility they need to manage their numbers should the need arise, but with safeguards to maintain the fairness and validity of the competition.

13. PRE-QUALIFICATIONS

- It is strictly forbidden to stop on the track, to activate automatic driving or to drive at walking pace. If you wish to interrupt your run, please return to the pits by your own means (start button forbidden) and leave the car without activity.
- If a driver is disconnected during the qualifying session, he must return to the lounge as soon as possible.

14. RED TIRE

It is forbidden to drive any distance on a "dead" tyre. A tyre is considered to be dead when its "life" gauge turns completely red. Drivers must stop before this happens. Any driver driving with a completely red tyre will be penalised as many times and for each red tyre used. The corresponding penalty will be applied according to the CoS scale.



← Example of a red tyre
/!\ Prohibited
/!\

15. LOBBY BUG / RESTART

If a new lounge has to be redone for a technical reason, pilots will be informed by the lounge host in the ingame chat. Once the lounge is closed, pilots must clear their network cache and join the new lounge without delay so as not to delay the organisation. Drivers who are late at the start of the evening will not be allowed to rejoin the lounge. They will be considered as latecomers and will therefore be disqualified from the round.

16. SHOW CRASH DURING THE RACE

If the server crashes at :

- Less than 10% of the running time = the salon will be restarted at zero
- Between 10% and 50% = The show will be relaunched for the remaining period.
 - 100% points awarded
- Between 51% and 85% = The show will be relaunched for the remaining period.
- Above 85%: no restart after 2h30min
 - The points will then be distributed as follows: **the relay will be considered 100% finished**
 - If drivers were in the pits at the time of disconnection, the ranking will be as follows the one before they entered the pits.

- Any race incidents will not be dealt with by the CoS.

17. TEST POSTPONEMENT

In the event that the game is impracticable or the restart of the exhibition is not possible for any reason There are 2 ways of postponing a test:

1. Postponement of the initially scheduled competition day to a **similar day**:

The postponement must not take place on the same evening as another official MSL event date. Drivers must comply with the rules set out in this document regarding postponements.

2. Postponement of the initially scheduled competition day to a **different day**:

The postponement must not take place on the same evening as another official MSL event. The organiser will have to facilitate replacements, as the rule in this regulation will become obsolete.

18. POINTS SCALE

The times posted at the end of the race will be used to determine the gaps between cars on the same lap. Any car that is no longer on the same lap as the leader at the finish will have to take care of its best lap time, as it is this time that will be used for each lap(s) behind and will be added to its total race time counter. If a team finishes physically ahead of another, but its lap time is not as good, it will be placed behind its competitor, with the best lap time taking precedence. If a team does not finish its last lap, its best lap time will be counted for each late lap displayed on the end-of-race screen.

19. SCALE OF PENALTIES

The scale is provided by the CoS and is published in the appropriate section of the competition Discord and the MSL.

As the race format is endurance, the final results will not be known until the COS has deliberated.

20. DRIVER CONNECTION AND LAGS

Gran Turismo shows are very sensitive to poor network configurations, high PINGs and link fluctuations. Here are a few tips that we encourage you to follow. Even if lags hardly affect your gaming experience, they can considerably hinder your competitors' racing and degrade the visual quality of streams, as well as making the CoS's job impossible if you're involved in a collision. The main problem is connecting to your box via WiFi and/or 3G/4G.

- Connect your console to your internet box or RJ45 internet wall socket.
- Install a PLC system if you have WiFi (connection via the electricity network).
- Reset your internet box before each race.
- Contact your Internet operator to have your line reset remotely.
- Empty the network cache from the Gran Turismo game before entering a lounge.
- If your connection is weak, try disconnecting or switching off all unnecessary devices in your home: computers, mobile phones, tablets and the TV box.
- Change your console's DNS, see: https://www.msleague.fr/?page_id=2563

Procedure in the event of Lag being detected during pre-qualification.

At the end of the event, the organisers will contact the drivers who have experienced lags to try and help them. A driver whose lags are too severe and who has no short-term solution for improvement will not be allowed to take part in the championship. His team will then have to replace him if it can.

21. INCLUSION AND EXCLUSION

a) INCLUSION

- A pilot must be punctual
- Must respect everyone involved in the event
- Read these rules and the CoS sports regulations

b) EXCLUSION

- No in-game messages are allowed during the qualifying and race phases.
- It is forbidden to drift across the finish line.
- A driver must not surrender a track position following a collision.
- Mixing different types of gum is prohibited.
- Use bump drafts for pre-qualification and qualification
- A driver must not rage-quit under penalty of exclusion from the championship.

22. THE RACE SHOWS FOR EACH ROUND

ROUND 1

MS LEAGUE MASTER SIMRACING LEAGUE
MSL Endurance 12h de Bathurst R1
FICHE DE COURSE

PARAMÈTRES DU SALON	
Mode Salon	Entraînement / Course d'endurance
Accès au salon	Amis uniquement
Type de Course	Course réelle
Nombre max. de participants	16

PARAMÈTRES DU CIRCUIT	
Démarrage automatique	--
Circuit	Mount Panorama Motor Racing Circuit
Limite de temps	3h

PARAMÈTRES MÉTÉO / HORAIRES	
Méthode de sélection météo	Météo personnalisés
Heure du jour	Début de matinée
Taux de la période de temps variable	x1

PARAMÈTRES DE COURSE	
Type de départ	Départ Lancé
Ordre de départ	La plus rapide en premier
BoP/Préparation interdits	Oui
Options de paramètres	Certaines
<input type="checkbox"/> Réglage de hauteur de carrosserie	<input type="checkbox"/> Différentiel
<input type="checkbox"/> Barre anti-roulis	<input type="checkbox"/> Différentiel central à vecteur de couple
<input type="checkbox"/> Ratio d'amortissement	<input type="checkbox"/> Transmission (pas de transmission secondaire)
<input type="checkbox"/> Fréquence naturelle	<input type="checkbox"/> Transmission (transmission secondaire)
<input type="checkbox"/> Angle de carrossage négatif	<input type="checkbox"/> Anti-lag
<input type="checkbox"/> Angle de pincement	<input checked="" type="checkbox"/> Equilibre des freins
<input type="checkbox"/> Appui	
Boost	Aucun
Force d'aspiration	Réaliste
Dégâts visibles	Oui
Dommages mécaniques	Forts
Usure pneumatique	x5
Consommation de carburant	x1
Vitesse de ravitaillement	2 L/s
Carburant initial	Défaut
Réduction de l'adhérence hors piste	Réaliste
Délai avant fin de course	180 s
Nitro/Multiplicateur de temps	Défaut

PARAMÈTRES DES RÈGLES	
Filtrer par catégorie	Gr 4
Limite de PP	Aucune limite
Puissance max.	Aucune limite
Poids minimum	Aucune limite
Pneus utilisables	<input checked="" type="checkbox"/> course
Pneus utilisables et types	<input checked="" type="checkbox"/> C1 <input checked="" type="checkbox"/> C2 <input checked="" type="checkbox"/> C3 <input checked="" type="checkbox"/> I <input checked="" type="checkbox"/> P
Type de pneus obligatoire	Ne peut être installé
Nitro	Ne peut être installé
Utilisation de karts	Non
Remplacement moteur	Interdit
Pièces de préparation	Aucune limite

PARAMÈTRES DE PÉNALTÉS	
Pénalité de raccourci	Forte
Pénalité de collision (mur)	Désactivée
Trajectoire ajustée après collision	Sans
Pénalité de collision (voiture)	Non
Pénalité de coupure de la ligne des stands	Activée
Transparence pendant la course	Désactivée
Règlement des drapeaux	Oui

RESTRICTIONS D'OPTIONS DE CONDUITE	
Aide au contre-braquage	Interdit
GSA	Interdit
Assistant de trajectoire	Interdit
Contrôle de traction	Aucune restriction
ABS	Aucune restriction
Conduite automatique	Interdit

INFO SALON DE COURSE	
Hôte	FTR_Portos806
Diffuseur	
Organisateur	MSLeague Endurance
Commissaire	Vincou 17

ROUND 2

MS LEAGUE MASTER SIM RACING LEAGUE
MSL Endurance 12h de Bathurst R2

FICHE DE COURSE

PARAMÈTRES DU SALON	
Mode Salon	Entraînement / Course d'endurance
Accès au salon	Amis uniquement
Type de Course	Course réelle
Nombre max. de participants	16

PARAMÈTRES DU CIRCUIT	
Démarrage automatique	--
Circuit	Mount Panorama Motor Racing Circuit
Limite de temps	3h

PARAMÈTRES MÉTÉO / HORAIRES	
Méthode de sélection météo	Météo personnalisés
Heure du jour	Après-midi
Taux de la période de temps variable	x1

PARAMÈTRES DE COURSE	
Type de départ	Départ Lancé
Ordre de départ	La plus rapide en premier
BoP/Préparation interdits	Oui
Options de paramètres	Certaines
<input type="checkbox"/> Réglage de hauteur de carrosserie	<input type="checkbox"/> Différentiel
<input type="checkbox"/> Barre anti-roulis	<input type="checkbox"/> Différentiel central à vecteur de couple
<input type="checkbox"/> Ratio d'amortissement	<input type="checkbox"/> Transmission (pas de transmission secondaire)
<input type="checkbox"/> Fréquence naturelle	<input type="checkbox"/> Transmission (transmission secondaire)
<input type="checkbox"/> Angle de carrossage négatif	<input type="checkbox"/> Anti-lag
<input type="checkbox"/> Angle de pincement	<input checked="" type="checkbox"/> Equilibre des freins
<input type="checkbox"/> Appui	
Boost	Aucun
Force d'aspiration	Réaliste
Dégâts visibles	Oui
Dommmages mécaniques	Forts
Usure pneumatique	x5
Consommation de carburant	x1
Vitesse de ravitaillement	2 L/s
Carburant initial	Défaut
Réduction de l'adhérence hors piste	Réaliste
Délai avant fin de course	180 s
Nitro/Multiplicateur de temps	Défaut

PARAMÈTRES DES RÈGLES	
Filtrer par catégorie	Cr.4
Limite de PP	Aucune limite
Puissance max.	Aucune limite
Poids minimum	Aucune limite
Pneus utilisables	Course
Pneus utilisables et types	<div style="display: flex; justify-content: space-around; align-items: center;"> <input checked="" type="checkbox"/> Cr1 <input checked="" type="checkbox"/> Cr2 <input checked="" type="checkbox"/> Cr3 <input checked="" type="checkbox"/> L <input checked="" type="checkbox"/> P </div>
Type de pneus obligatoire	Ne peut être installé
Nitro	Interdit
Utilisation de karts	Non
Remplacement moteur	Interdit
Pièces de préparation	Aucune limite

PARAMÈTRES DE PÉNALTÉS	
Pénalité de rattrapage	Forte
Pénalité de collision (mur)	Désactivée
Trajectoire ajustée après collision	Sans
Pénalité de collision (voiture)	Non
Pénalité de coupure de la ligne des stands	Activée
Transparence pendant la course	Désactivée
Règlement des drapeaux	Oui

RESTRICTIONS D'OPTIONS DE CONDUITE	
Aide au contre-braquage	Interdit
GSA	Interdit
Assistant de trajectoire	Interdit
Contrôle de traction	Aucune restriction
ABS	Aucune restriction
Conduite automatique	Interdit

INFO SALON DE COURSE	
Hôte	FTRL_Portos806
Diffuseur	MSLeague Endurance
Organisateur	Vincou 17
Commissaire	

ROUND 3

MS LEAGUE MASTER SIM RACING LEAGUE
MSL Endurance 12h de Bathurst R3

FICHE DE COURSE

PARAMÈTRES DU SALON	
Mode Salon	Entraînement / Course d'endurance
Accès au salon	Amis uniquement
Type de Course	Course réelle
Nombre max. de participants	16

PARAMÈTRES DU CIRCUIT	
Démarrage automatique	--
Circuit	Mount Panorama Motor Racing Circuit
Limite de temps	3h

PARAMÈTRES MÉTÉO / HORAIRES	
Méthode de sélection météo	Météo personnalisés
Heure du jour	Soir
Taux de la période de temps variable	x1

PARAMÈTRES DE COURSE	
Type de départ	Départ Lancé
Ordre de départ	La plus rapide en premier
BoP/Préparation interdits	Oui
Options de paramètres	Certaines
<input type="checkbox"/> Réglage de hauteur de carrosserie	<input type="checkbox"/> Différentiel
<input type="checkbox"/> Barre anti-roulis	<input type="checkbox"/> Différentiel central à vecteur de couple
<input type="checkbox"/> Ratio d'amortissement	<input type="checkbox"/> Transmission (pas de transmission secondaire)
<input type="checkbox"/> Fréquence naturelle	<input type="checkbox"/> Transmission (transmission secondaire)
<input type="checkbox"/> Angle de carrossage négatif	<input type="checkbox"/> Anti-lag
<input type="checkbox"/> Angle de pincement	<input checked="" type="checkbox"/> Equilibre des freins
<input type="checkbox"/> Appui	
Boost	Aucun
Force d'aspiration	Réaliste
Dégâts visibles	Oui
Dommmages mécaniques	Forts
Usure pneumatique	x5
Consommation de carburant	x1
Vitesse de ravitaillement	2 L/s
Carburant initial	Défaut
Réduction de l'adhérence hors piste	Réaliste
Délai avant fin de course	180 s
Nitro/Multiplicateur de temps	Défaut

PARAMÈTRES DES RÈGLES	
Filtrer par catégorie	Cr.4
Limite de PP	Aucune limite
Puissance max.	Aucune limite
Poids minimum	Aucune limite
Pneus utilisables	Course
Pneus utilisables et types	<div style="display: flex; justify-content: space-around; align-items: center;"> <input checked="" type="checkbox"/> Cr1 <input checked="" type="checkbox"/> Cr2 <input checked="" type="checkbox"/> Cr3 <input checked="" type="checkbox"/> L <input checked="" type="checkbox"/> P </div>
Type de pneus obligatoire	Ne peut être installé
Nitro	Interdit
Utilisation de karts	Non
Remplacement moteur	Interdit
Pièces de préparation	Aucune limite

PARAMÈTRES DE PÉNALTÉS	
Pénalité de rattrapage	Forte
Pénalité de collision (mur)	Désactivée
Trajectoire ajustée après collision	Sans
Pénalité de collision (voiture)	Non
Pénalité de coupure de la ligne des stands	Activée
Transparence pendant la course	Désactivée
Règlement des drapeaux	Oui

RESTRICTIONS D'OPTIONS DE CONDUITE	
Aide au contre-braquage	Interdit
GSA	Interdit
Assistant de trajectoire	Interdit
Contrôle de traction	Aucune restriction
ABS	Aucune restriction
Conduite automatique	Interdit

INFO SALON DE COURSE	
Hôte	FTRL_Portos806
Diffuseur	MSLeague Endurance
Organisateur	Vincou 17
Commissaire	

PARAMÈTRES DU SALON

Mode Salon	Entraînement / Course d'endurance
Accès au salon	Amis uniquement
Type de Course	Course réelle
Nombre max. de participants	16

PARAMÈTRES DU CIRCUIT

Démarrage automatique	--
Circuit	Mount Panorama Motor Racing Circuit
Limite de temps	3h

PARAMÈTRES MÉTÉO / HORAIRES

Méthode de sélection météo	Météo personnalisés
Heure du jour	Nuit
Taux de la période de temps variable	x1

C06

C06

C06

S17

S17

S01

S01

S02

PARAMÈTRES DE COURSE

Type de départ	Départ Lancé
Ordre de départ	La plus rapide en premier
BoP/Préparation interdits	Oui
Options de paramètres	
<input type="checkbox"/> Réglage de hauteur de carrosserie	<input type="checkbox"/> Certaines
<input type="checkbox"/> Barre anti-roulis	<input type="checkbox"/> Différentiel
<input type="checkbox"/> Ratio d'amortissement	<input type="checkbox"/> Différentiel central à vecteur de couple
<input type="checkbox"/> Fréquence naturelle	<input type="checkbox"/> Transmission (pas de transmission secondaire)
<input type="checkbox"/> Angle de carrossage négatif	<input type="checkbox"/> Transmission (transmission secondaire)
<input type="checkbox"/> Angle de pincement	<input type="checkbox"/> Anti-lag
<input type="checkbox"/> Appui	<input checked="" type="checkbox"/> Equilibre des freins
Boost	Aucun
Force d'aspiration	Réaliste
Dégâts visibles	Oui
Dommages mécanique	Forts
Usure pneumatique	x5
Consommation de carburant	x1
Vitesse de ravitaillement	2 L/s
Carburant initial	Défaut
Réduction de l'adhérence hors piste	Réaliste
Délai avant fin de course	180 s
Nitro/Multiplicateur de temps	Défaut

PARAMÈTRES DES RÈGLES

Filter par catégorie	Gr.4
Limite de PP	Aucune limite
Puissance max.	Aucune limite
Poids minimum	Aucune limite
Pneus utilisables	Course
Pneus utilisables et types	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"><input checked="" type="checkbox"/> CRT</div> <div style="text-align: center;"><input checked="" type="checkbox"/> CAM</div> <div style="text-align: center;"><input checked="" type="checkbox"/> CSD</div> <div style="text-align: center;"><input checked="" type="checkbox"/> I</div> <div style="text-align: center;"><input checked="" type="checkbox"/> P</div> </div>
Type de pneus obligatoire	Ne peut être installé
Nitro	Non
Utilisation de karts	Interdit
Remplacement moteur	Aucune limite
Pièces de préparation	Aucune limite

PARAMÈTRES DE PÉNALITÉS

Pénalité de raccourci	Forte
Pénalité de collision (mur)	Désactivée
Trajectoire ajustée après collision	Sans
Pénalité de collision (voiture)	Non
Pénalité de coupure de la ligne des stands	Activée
Transparence pendant la course	Désactivée
Règlement des drapeaux	Oui

RESTRICTIONS D'OPTIONS DE CONDUITE

Aide au contre-braquage	Interdit
GSA	Interdit
Assistant de trajectoire	Interdit
Contrôle de traction	Aucune restriction
ABS	Aucune restriction
Conduite automatique	Interdit

INFO SALON DE COURSE

Hôte	FTR_Portos806
Diffuseur	
Organisateur	MSLeague Endurance
Commissaire	Vincou17