

# Message Variables Reference

## Overview

Variables are placeholders wrapped in curly braces that are substituted with live iRacing data when a button is pressed. They can be used in any message field and in the Speak Text field.

If a variable is used in a message but has no current value, the entire message line is suppressed (or replaced by the fallback message if one is configured).

## Your Car

Variable	Description
{CAR#}	Your car number
{CARTYPE}	Your car model / type
{CARLAP}	Your current lap (with decimal fraction)
{DRIVER}	Your driver name
{FLAG}	Current flag colour (e.g. Green, Yellow, Red, Black, Checkered)

## Crash Variables

Available only when a crash is currently active (within the crash timeout window).

Variable	Description
{CRASHCAR}	Car number of the crashed car
{CRASHNAME}	Driver name of the crashed car
{CRASHDIR}	Relative direction of the crash (Ahead / Behind / Left / Right)
{CRASHLAP}	Lap number at which the crash occurred

# Incident Variables

Available only when an incident is currently active (within the incident timeout window).

Variable	Description
{INCCAR}	Car number involved in the incident
{INCNAME}	Driver name involved in the incident
{INCDIR}	Relative direction of the incident
{INCLAP}	Lap number at which the incident occurred

# Cars Around You

Variable	Description
{CARAHEAD} / {CARAHEAD1}	Car number of the 1st car ahead
{CARAHEAD2}	Car number of the 2nd car ahead
{CARAHEAD3}	Car number of the 3rd car ahead
{NAMEAHEAD} / {NAMEAHEAD1}	Driver name of the 1st car ahead
{NAMEAHEAD2}	Driver name of the 2nd car ahead
{NAMEAHEAD3}	Driver name of the 3rd car ahead
{CARBEHIND} / {CARBEHIND1}	Car number of the 1st car behind
{CARBEHIND2}	Car number of the 2nd car behind
{CARBEHIND3}	Car number of the 3rd car behind
{NAMEBEHIND} / {NAMEBEHIND1}	Driver name of the 1st car behind
{NAMEBEHIND2}	Driver name of the 2nd car behind
{NAMEBEHIND3}	Driver name of the 3rd car behind
{CLOSECAR1}	Closest car number (any direction)
{CLOSECAR2}	2nd closest car number
{CLOSECAR3}	3rd closest car number
{CLOSENAME1}	Closest driver name (any direction)
{CLOSENAME2}	2nd closest driver name
{CLOSENAME3}	3rd closest driver name
{GAPHEAD} / {GAPHEAD1}	Gap in seconds to 1st car ahead

Variable	Description
{GAPHEAD2}	Gap in seconds to 2nd car ahead
{GAPHEAD3}	Gap in seconds to 3rd car ahead
{GAPBEHIND} / {GAPBEHIND1}	Gap in seconds to 1st car behind
{GAPBEHIND2}	Gap in seconds to 2nd car behind
{GAPBEHIND3}	Gap in seconds to 3rd car behind
{TOPX}	Comma-separated list of top X race leaders by position (e.g. #3, #11, #27)

## Timing Controls

Variable	Description
{PAUSE:N}	Insert a pause of N milliseconds between message segments

## Skip Marker — ~

Enter `~` (tilde) alone in a message slot to skip that slot entirely. No keystrokes are sent.

## Conditional Statements

iReporter supports a simplified conditional syntax that lets you include or suppress parts of a message based on live race data. The syntax uses parentheses rather than curly braces, keeping it visually distinct from variables.

For full documentation including AND / OR compound conditions, examples, and the current supported condition types, see the dedicated page:

[Using Conditionals in Messages →](#)

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