**Racing Flags**

| **Visual** | **Signal** | **Description** | **Flag primitive** |
| --- | --- | --- | --- |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/green.gif | Green flag | The green flag signals a clear track to race on. | SIMPLE |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/red.gif | Red flag | The red flag means the race is stopped. | FLASHING |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/blue.gif | Blue flag | This flag encourages a driver to move aside to allow faster traffic to pass. | DIAGONAL\_STRIPE |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/debris.gif | Debris flag | The red-striped yellow flag, also known as the "surface flag", indicates a potential traction hazard. | STRIPPED |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/yellow.gif | Yellow flag | The yellow flag means local caution. | WAVING |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/black.gif | Black flag | The black flag orders a particular driver into the pit area. | INVERTED |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/crossed.gif | Disqualification | This flag signals a car is no longer being scored. | CROSSED |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/furled-black.gif | Furled black flag | This flag indicates a penalty for bad conduct. | FURLED |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/meatball.gif | Meat ball flag | This flag indicates an internal hazard in a participant's vehicle. | MEATBALL |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/white.gif | White flag | The white flag signals that the final lap is in progress. | SIMPLE |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/checkered.gif | Checkered flag | The chequered flag is displayed at the start/finish line to indicate that the race is officially finished. | CHECKERED |

**Safety Car Procedure**

| **Visual** | **Signal** | **Description** | **Flag primitive** |
| --- | --- | --- | --- |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/sc-road.gif | Full course caution flag (road) | Full course caution on road track types | SAFETYCAR |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/sc-oval.gif | Full course caution flag (oval) | Full course caution on oval track types | FLASHING |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/one-to-green.gif | One Lap to Green |  | INVERTED |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/green.gif | Green, green, green! | The green flag signals end of the caution and restart of the race. | SIMPLE |

**Optional**

These can be enabled or disabled in *iFlag* options menu.

**Race Start Lights**

| **Visual** | **Signal** | **Description** | **Flag primitive** |
| --- | --- | --- | --- |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/start-ready.gif | Ready! | This represents all start lights off. | HALF |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/start-set.gif | Set! | This represents all red start lights on. | SIMPLE |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/green.gif | Go, go, go! | Clearly, this represents all green start lights on. | SIMPLE |

**Miscelanous**

These are used for various system purposes.

| **Visual** | **Signal** | **Description** | **Flag primitive** |
| --- | --- | --- | --- |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/f.gif | "F flag" | Displayed as greeting on iFlag startup. It is also used as a check pattern displayed when setting board orientation in the options menu. | F |
| https://github.com/simracer-cz/iFlag/raw/master/source/docs/signals/iracing.gif | iRacing logo | This is actually not used for anything yet.. | IRACING\_LOGO |