

CHANGE LOG:

UPDATES:

iRacing Membersite

- Fixed an issue where the website would sometimes not display correctly after registering for a Hosted Session.

iRacing BETA Interface

- Fixed a performance issue with Official and User-Created Races Page.
- Removed the First Name greeting from the Home Page.
- Fixed an issue where the Car Class selection was not working correctly when creating a Hosted Session.

Day/Night & Time of Day

- Ambient light at night has been reduced.
- - This should especially improve the realism while using a VR device.
- Fixed an issue where a raceserver could crash if the elapsed simulated event time exceeded 36 hours.
- Fixed an issue where yellowish lighting spots could appear on tracks at night while headlights were disabled.
- Fixed an issue with many objects not lighting correctly during night mode.

Pit Stops

- NASCAR pit-sign-guy has returned from a short sabbatical.
- Fixed an issue where some cars were able to leave the pits with invisible tires.

Time Attack

- Fixed an issue that was preventing the ref-lap car from being visible in Time Attack sessions.

Controls

- Fixed an issue that may have caused control mapping issues.

CARS:

Dallara F3

- This vehicle now utilizes a single tire-change checkbox for all four tires.
- Fixed an issue where the first gear information was not exporting to telemetry correctly.

Formula Renault 2.0

- This vehicle now utilizes a single tire-change checkbox for all four tires.

Formula Renault 3.5

- Rev limiter model and audio has been improved.
- Fixed some typos in the garage info.
- This vehicle now utilizes a single tire-change checkbox for all four tires.

Radical SR8

- Season setups have been updated.

NASCAR K&N Pro Chevrolet Impala

- Season setups have been updated.

NASCAR Monster Energy Cup Chevrolet Camaro ZL1 - 2018

- Season setups have been updated.

TRACKS:

Charlotte Motor Speedway

- Standing start grid positions have been adjusted to fix an issue where the drivers placed on the oval section would get a slow down penalty. These grid positions have been moved to use the chicane.

- Fixed an issue where some curbs could appear transparent at certain angles.

Richmond Raceway

- Adjusted the reflectivity of some painted lines.