CHANGE LOG:

UPDATES:

iRacing BETA Interface

- Various performance efficiency and stability upgrades have been made to the system.

- Fixed a logic error for Start & End dates for Time Attack Competitions (in UTC).

- League IDs are now hidden in User Created races that are not for Leagues.

- Various League section updates and fixes.

- Added a stability update for data being requested when it potentially can't back itself up.

Rendering

- Fixed an issue where a noticeable stutter could appear when getting in/out of a vehicle, especially at a large track.

Dynamic Sky

- Slightly boosted the minimum lightness of the sky and clouds.

- The sky is no longer forced the redraw when switching cameras while using Low Sky Detail. This should help to alleviate a large stutter. Also, the threshold for the distance between the switching cameras where a redraw is required has been increased when using High Sky Detail, to help avoid it triggering unnecessarily.

Time Trial

- Fixed an issue that was causing all Time Trial Sessions to have moving sun and clouds.

Paint Kit

- A new sponsor, Fury, has been added to the paint kit!

Controls

- Knob calibration has been improved to make position detection more reliable.

- Fixed a corruption issue in the "controls.cfg" file that could cause some controls to fail to map to the correct control type.

- Fixed a calibration issue with Fanatec wheel rotary knobs being off by a value of one.

- Fixed an issue where Auto-Ignition would be turned on if Auto-Start was enabled and a user selected to turn off Manual Ignition.

Telemetry

- "Date:" will now be output next to "TimeOfDay:" in the session string.

- Fixed an issue where the weekend start time was not being output correctly to telemetry via the "WeekendInfo:WeekendOptions:TimeOfDay:" session string entry.

- Older "TrackTemp" telemetry reading has been deprecated in favor of "TrackTempCrew".
- - For now, "TrackTemp" is set to, "TrackTempCrew" for backwards compatibility.

CARS:

Dallara F3

- Corrected a significant problem in the aero calculations, particularly as you adjust aero packages and wing settings in the Garage. Adjustments will now be directionally correct (reducing wing angles will reduce both downforce and drag), and should be more in-line with real-world performance.

- Updated the damage model to prevent the aero balance from moving too far when damaged.

- Removed the option of fitting front torsion bars with 0 diameter.

- Currently, there is a known issue where the tire warmers are not working for this vehicle during Race Sessions. We are still investigating, and do not currently have a timeline for a fix.
- - Please note that the car was only intended to have tire warmers during Race Sessions, so it does not have tire warmers at all.

Dallara IR18

- The tread pattern on the tires used by this vehicle should now appear more worn.

Ferrari 488 GT3

- Rev limiter and pit limiter audio has been improved.

Ferrari 488 GTE

- Rev limiter and pit limiter audio has been improved.

Formula Renault 3.5

- Car collision durability has been increased, and the collision spheres for the sidepods have been raised slightly.

- Aero limits, heights, and DRS status have been added for telemetry.

- Wing position and DRS status will now correctly be displayed on opponent vehicles.

Global Mazda MX-5 Cup

- Fixed an issue where this vehicle would take tires and fuel every time it was reset.

HPD ARX-01c

- Fixed an issue where some digits were not displaying correctly on the digital display.

Mazda MX-5 Cup - 2015

- Fixed an issue where this vehicle would take tires and fuel every time it was reset.

Mazda MX-5 Roadster - 2015

- Fixed an issue where this vehicle would take tires and fuel every time it was reset.

McLaren MP4-12C GT3

- Fixed an issue where some digits were not displaying correctly on the digital display.

Porsche 911 RSR

- Fixed an issue where the color of the LEDs above opponent cars' doors at night displayed incorrectly.

Ruf RT 12R

- Season setups have been updated.

TRACKS:

Charlotte Motor Speedway

- Grounded a floating safety vehicle located on the T4 oval access road.

- Unburied campers located on the hill outside of oval T2.

- Fixed an issue with a fence drawing through the wall on the inside of T6.

Circuit des 24 Heures du Mans

- Adjusted the lighting at night.

Okayama International Circuit

- Smoothed a bump located in the runoff area of T5, and a blue merge cone has been added at pit exit.

Sonoma Raceway

- Fixed an issue with the gain-time checkpoint at T4.

- New race lines have been applied to this track's configs.

- (Rallycross) - Fixed a visual surface bug just past the start area.

Tsukuba Circuit

- (2000 Series) - Pit stall #20 is no longer located on a staircase.