CHANGE LOGS:

iRacing BETA Interface Update Release Notes [00.10.108]

Sessions

- Active Practice Sessions can now be launched from the Open Practice tab of the Official Series section on the interface.

- The License column has been added to the Pending Sessions in the table view.

- Performance improvements have been made for browsing the Official Sessions section at peak usage times.

Time of Day

- Updates have been made to how Session Duration is handled using the Time of Day options.
- - A reference table has been added to this section to show the duration of each Session type in a race weekend and if any of them exceed 32 hours in simulated length. This table is accessible from the Time Limit panel of the Session Options.
- - A red warning pill will now be displayed on the duration slider for scheduling server time if the Session duration is exceeded.
- - An alert message is displayed if any Sessions' simulated lengths are in excess of the allowable maximum of 32 hours.

Time Attack

- The Time Attack Results page has been completely rewritten.
- - This should solve many of the issues seen with it in past releases and make it faster and more reliable.

Leagues

- When hitting "back" from League search, results are now auto-submitted to show the pool of results again.

- Removed the pound sign (#) from the "# of League Members" column when viewed in table-view.

- League Owners may now correctly boot League Members.

- A confirm dialog has been added for creating a new League, as this action uses currency.

- A modal menu has been added to recharge iRacing Credits when creating a League if you do not have sufficient funds to create the League.

- Hosted League Session names are no longer being set automatically.

Filtering

- Checking off multiple tags now returns content that matches any of the selected tags, instead of all selected tags together.

Paint Kit

- Fixed several issues where the Paint Kit could say "Changes Not Saved!" when in fact the changes were saved.

Updater

- The Update button will now only be processed once, even when both a car and a track need updates when using the interface in the table view.

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Rendering

- Fixed an issue where crowds would not fade correctly when the environment was foggy.

- Fixed an issue with nVidia3D not rendering the sky correctly.

Heat Racing

- Fixed an issue that was allowing a Session in a Heat Racing Event to back-up in time if one or more sessions prior to it ended up being skipped.

Pit Stops

- Fixed an issue where a tire could move under your car during a pit stop with the animated NASCAR pit crew.

Chat

- Fixed an issue that prevented switching to the "@TEAM" radio frequency using the "@transmit" chat command.

Admin Commands

- Fixed the chat output error message for trying to make a user an Admin when the user is already an Admin.

Macros

- Text chat macros now properly ignore any trailing "$" characters at the end of a line when typing macros into the chat window.
- - The "$" character is only applied when typing commands into the text chat macro box and it indicates the command should be executed immediately, it has no meaning when typed into a chat window directly.

Telemetry

- A new telemetry value, "DRS_Count" has been added that counts how many times DRS was used on the Formula Renault 3.5.

Dallara F3

- Adjustable master cylinders have been added to fine-tune brake feel. A realistic range of master cylinder diameters has been implemented.
- - Maximum pedal force and brake pad friction have also been adjusted so line pressures are in a realistic range.

Porsche 911 GT3 Cup Car (991)

- An update has been made to the V6 tire construction and compound. These changes should provide faster response without losing over-the-limit controllability.

Charlotte Motor Speedway

- Fixed an issue where segments of the track could sometimes appear transparent.

The Chili Bowl

- A new dynamic track initialization algorithm has been applied to this track, which adjusts the berm's water content.
- - This should make racing on the berm impractical.