This season release includes one new car, expansive track upgrades, and enhancements to make iRacing more realistic than ever before.

Some highlights include:
• Engine Model Enhancements (engine stalling)
• High Dynamic Range (HDR) Rendering
• BMW M8 GTE
• NASCAR 2019 Season updates
• V7 Tire Model enabled on the Skip Barber Formula 2000
• Charlotte Motor Speedway - 6 New Track Configurations
• Daytona International Speedway - Daytona Rising upgrades
• Nürburgring Night-Mode preview
• iRacing BETA Interface - Current Series and performance upgrades
• Much more!

Full 2019 Season 2 Release details are below.

CHANGE LOGS:

iRacing BETA Interface - New Features

- "Vehicle Damage" is now a toggleable option when creating Hosted Sessions and Test Sessions via the "Car Options" dropdown.
- - You can toggle damage ON (default) or OFF within the Car Options section of the Cars card.
- - With vehicle damage disabled, all vehicles in the session are indestructible, and will take no damage at all from any sources. Being invulnerable also means your vehicle performance will never be adjusted from collisions, such as changes in aerodynamics or vehicle weight that might normally result from an impact.
- - - For any and all iRacing Series (Ranked and Unranked), Practices, Qualifiers, Time Trials, Time Attack, and other non-user created racing events, vehicle damage will remain ON. This feature is designed for use in Hosted Sessions and Test Drive only.

- "Disable Decals & Numbers" is now a toggleable option when creating Hosted Sessions and Test Sessions via the "Car Options" dropdown.
- - With this option enabled, car numbers and car decals applied via the Paint Kit will not be displayed. Stockcar contingencies will also be removed.

- The Filtering and Sorting toolbar has been upgraded, separating filters into 3 different sections:
- - Sort = Orders the displayed information.
- - Categories = Filters by selected items.

- - Tags = Filters in ANY or ALL selected items.

- Race registration has been updated, and any errors that occur should be displayed more clearly.
- - These errors most often occur when trying to register for a Session for which you are already registered using a different car.

- For all Table Views, each column header can now be clicked to sort the table by the values of that column.
- - These sorts are saved when leaving the screen, or exiting the application.

- License restrictions for joining a Session no longer apply to Spectators.

- A new error modal window has been implemented that will catch some errors and display them.

iRacing BETA Interface - Current Series

- The Official Series section has been redesigned and optimized so that browsing the available Series is now faster and easier than ever before!
- - Users now have a page with all Current Series for the season displayed.
- - Clicking on any Series opens the Series modal window, which contains all available Sessions, a list of entries, schedule, and series information.
- - - Join an Official Session for the Series by selecting a Session to join.
- - - Click on "Entries" to see a list of all currently registered entrants, where you can spot, spectate, or join the session as a driver.
- - - "Schedule" and "Series Info" have all the details on the Series.
- - These changes result in dramatic performance improvements, and have been made to fix stuttering and responsiveness.

- Additional Current Series improvements include:
- - The "Search" function has been optimized.
- - Additional filtering options are now available at the top-right.
- - Tag filters can be set to match <u>ALL</u> selected Tags, or set to match <u>ANY</u> selected Tags in the dropdown menu.
- - - You can filter by Session details, such as if the Session is populated, has spectators, has friends, or has someone from your Watched Drivers list in the Session.
- - A Sessions filter has been added which matches Sessions that are currently "Open" for Registration as well as if a Session is "Ready Soon". Additionally, Practice, Qualifier and Race Sessions can be filtered individually.
- - For Table View, reduced the number of columns for improved legibility.
- - For Table View, the column formerly known as "Promo" has been renamed "MPR" for clarity.

iRacing BETA Interface - User-Created Races

- The retrieval of Session data has been optimized, to get you the data you need faster and more efficiently.

- Selecting individual cars or entire car classes, results in a more consistent interface.

- For creating Hosted Sessions, "Fixed Setups" and "Car Classes" have been moved to the "Car Options" dropdown.

- Car abbreviations now appear in the Hosted Session modal Entry List.

- The Admin list is now alphabetized by driver.

- Filtering enhancements:
- - Individual car categories have been added to the Filter dropdown menu.
- - "Owned" and "Unowned" have been added as Tags for cars.

iRacing BETA Interface - Time of Day

- Time of Day and Date/Time selection has been reworked to use sliders instead of the calendar.
- - Time carry over has been removed in favor of simply not adding a time offset to the Session you are configuring.
- - The estimated start time of a Session with zero offset is displayed for reference purposes. Moving the slider past zero will recalculate the date based on the starting time and the offset that you choose.
- - Moving the slider bar will increase the offset of that Session and the starting time displayed will change based on the offset.
- - When the offset carries over into the next day, the date will be displayed for reference.

- Date formatting has been changed to be more internationally friendly.

iRacing BETA Interface - Fixed Issues

- Fixed an issue where Starred items would require a page refresh to be visible.

- Fixed an issue in Current Series and User-Created Races where the team label would highlight a team for which the user did not belong.

- Fixed an issue in the Open Practice tab where clicking the left "Register" button in a register dropdown menu registers the user as a Spectator instead of a Driver.

- Fixed an issue where clicking the Active Connections button would cause the iRacing BETA Interface to error out.

- Fixed an issue when selecting a track, sometimes only the first track config would be displayed as a choice.

- Fixed an issue where opening a Hosted Session modal, joining a League Session, or launching a Test Drive could cause the application to error, and/or enter an unstable mode.

iRacing Membersite - General

- As of this 2019 Season 2 deployment, iRacing no longer officially supports the Internet Explorer web browser.
- - For some web browser alternatives and more information on what this means, check out this post:
- - http://members.iracing.com/jforum/posts/list/0/3639224.page#11436534

iRacing Membersite - League Seasons

- League Season Driver and League Team Points standings can now be viewed as Overall (All Car Classes/All Cars), by Car Class, by Car, or by Car In Class.

- League Seasons can now be configured to drop races by specifying the number of races to count toward the standings. This can be set when creating or editing a season and a points system is selected.
- - Races are dropped for an individual when the number they have participated in surpasses the number to count toward the standings.
- - Races are ordered by the total points after adjustments with the highest scoring races being kept. Only adjustments made from the race results screen apply when determining if the race is to be dropped or kept.

- League Seasons can now be edited to change the season name, the points system, or number of races to count. Edit a League Season by selecting it and then using the new "Edit" button in the header.
- - Changes to the points system apply only to Sessions run AFTER the change was made.
- - If the points system is changed from "Custom" to something else, the original Custom points schedule will be deleted.

- League Season points adjustments can now only be made from the standings when viewing the overall (All Car Classes/All Cars) to be more clear that these adjustments count toward all of the standings, not only for a specific car class or car.

- League Season points adjustments made from the standings view are added in after races have been dropped for an individual.

- A new points system has been added as an option for League Seasons called "Dirt" which corresponds to USAC's 2019 feature event points for non-Silver Crown races, as found in section 5.9 B.

here:

iRacing Membersite - League Heat Race Results

- For League Heat Races, the "Points" column now reflects the points earned in that segment.

- A new column called "Agg Points" has been added to the League Heat Race Results and reflects the total number of points earned from the first segment to the current segment.

iRacing Membersite - Spectator Sessions

- When Series Sessions that are available for spectating continue into the following race week, they will now be listed separately from the current race week sessions. Each list will be titled by the correct track name for the race week.

- Series Spectator Sessions are now first listed in order by license class (Rookie to Pro), then listed alphabetically within a license class.

- Hosted and League Spectator Sessions are now ordered by Session Name.

- Improved the performance of loading Spectator Sessions.

iRacing Downloader

- After applying the 2019 Season 2 update, the iRacing Downloader will now use IPv6 for its downloads if you have enabled iRacing to use this protocol, and you actually have IPv6 available. If a download attempt via IPv6 fails to connect, the downloader will retry using IPv4. If the download then succeeds using IPv4, the rest of your current download call will use IPv4.

Engine Model

- An engine cylinder compression torque model has been added to iRacing.
- - At low RPMs (below idle rpm), as the engine rotates it causes cycles of positive and negative torque to be generated as the individual pistons are being compressed then released. The amount of torque generated depends on the engine configuration parameters, such as compression ratio and number of cylinders. This allows the motor to stall out properly, and allows it to get "stuck" between cylinder compression torque peaks and not roll away if the car is in gear without the clutch being pressed. This also produces a jerky motion if the vehicle is rolling at very low rpm.
- - - The Anti-Stall Aid should be disabled in order to notice this in action, otherwise you will struggle to get the engine to go below idle.

- The Driving Shift Aid has been updated.
- - What was previously the "None" option was actually not none; it always left the Anti-Stall Clutch Aid on for you. With the updated engine stalling, we can finally let you turn the Anti-Stall Aid all the way off. Now, the "None" option really means no clutch aid at all. The "Anti-Stall Clutch" is now it's own option. If you had "None" selected previously, you will now have the "Anti-Stall Clutch" selected to maintain the same level of behavior you had before.
- - If you choose "None," it is very easy to stall the motor if you do not press the clutch in at the right moments. Watch out if you are in a car without a starter motor!
- - You will probably also want to turn the Auto-Starter Aid OFF and start the motor yourself.
- - When setting up a custom event, the Hardcore Level dropdown has a new entry for "Disallow all driving aids" that forces the Shift Aid to None.

- The engine startup sequence has been updated.
- - All cars now have engine ignition and starter noises.
- - The ignition/starter sequence remains a work in progress, and will be updated over time. Many cars will use a default sequence and share a generic set of sounds.
- - Cars with unique ignition/starter sounds are as follows:
- - - Audi Quattro GTO
- - - Audi R8 LMS GT3
- - - BMW M8 GTE
- - - BMW Z4 GT3
- - - Chevrolet Corvette C6.R GT1
- - - Chevrolet Corvette C7 Daytona Prototype
- - - Cadillac CTS-V Racecar
- - - Dallara DW12
- - - Dallara F3
- - - Dallara IR18
- - - Ferrari 488 GT3
- - - Ferrari 488 GTE
- - - Ford Falcon FG V8
- - - Ford GT
- - - Formula Renault 2.0
- - - Formula Renault 3.5
- - - Holden Commodore VF V8
- - - Indycar Dallara - 2011
- - - McLaren MP4-30
- - - Pro Mazda
- - - Skip Barber Formula 2000
- - - V8 Supercar Ford Falcon - 2012
- - - Williams-Toyota FW31

- Certain cars require the clutch pedal to be pressed (if the anti-stall clutch is not enabled) before the starter will operate:

- - Ford Mustang FR500S
- - Global Mazda MX-5 Cup
- - Mazda MX-5 Cup - 2015
- - Mazda MX-5 Roadster - 2015
- - Pontiac Solstice

- Certain cars have anti-stall clutch behavior built in to them, so even if you turn the Shift Aid to None, they will still have anti-stall.
- - Audi R18
- - Dallara DW12
- - Dallara IR18
- - McLaren MP4-30
- - Porsche 911 GT3 Cup Car (991)
- - Porsche 919 Hybrid
- - Williams-Toyota FW31

- Direct drive cars with Shift Aid set to None will still use Anti-Stall Clutch Aid when in the pit stall, or in a starting grid location to allow you to start the car up and get rolling - at which time the Anti-Stall Aid is disabled, so you can stall the car if you spin or stop.

- The auto-starter has been updated.
- - When getting in a car, the auto-starter will wait about half a second before trying to start the car, instead of the instant you hit the Drive button. If you have stalled the car on track, the auto-starter waits 2 seconds (while stopped, in Neutral, or pressing the clutch) before trying to start the car. Pressing the throttle makes the auto-starter fire more quickly.

Tire Model

- The new version 7 (V7) tire model has been introduced on the Skip Barber Formula 2000.
- - This model has significant improvements to both rubber compound modeling and tire carcass dynamics modeling, and the feedback has been very positive for the few vehicles we have been testing it on. Only the RT2000 has undergone enough testing to release with this build, but we hope to put this tire model on every vehicle *soon*.

- The allowable cold pressure range has been opened up to allow pressures that are, frankly, too low (14 psi) all the way up to too high (45 psi), but we feel it is important to allow you to push the boundaries so we can better find out if the tire is behaving reasonably. Running at too low a pressure can give you a very evil car. High speed corners and low tire pressures do not work well together. Which tire pressure is optimal will vary from track to track, and sometimes you may find compromising one part of a track is worth extra speed in other parts of that track. Also remember that average lap time is often more important than best lap time, so don't forget to average in extra time caused by spins! In other words, if you're having trouble racing on low pressures, try raising them.

League Racing

- League Season Heat Racing events can now earn Season points.
- - The Feature Race is allocated points based on the Season's selected points system.
- - Qualifying, Heats, and Consolation Races are only allocated points if they are configured to do so and the points system is not "None".
- - Points schedules and rules for Qualifying, Heats, and Consolation Races are based on USAC's 2019 points schedules for non-Silver Crown races, as found in section 5.9 B.
here: http://www.usacracing.com/assets/files/rules/2019/2019_part_4_Points.pdf
- - - Qualifying allocates points to the first six positions, 6 points for first, and decreasing by 1 for each subsequent position.
- - - Heats allocate points to the first eight positions, 8 points for first, and decreasing by 1 for each subsequent position. However, if Consolation Races are configured to receive points, then positions 5 through 8 only receive their points if they advanced directly to the Feature.
- - - Consolation Races allocate points to the first eight positions, 4 points for first and decreasing by 1 for each subsequent position with 4th through 8th receiving 1 point. However, participants earning Heat Race points will not also receive Consolation Race points.
- - - Stacked Consolation Races only allocate points for the final Consolation Race. Non-Stacked Consolation Race allocate points to each Consolation Race.
- - - - Custom points will be supported in a later release.

Heat Racing

- The method in which drivers are appended to the Feature Race's starting grid when there is more than one non-stacked Consolation Race has been updated.
- - Previously, the specified number of drivers that advanced from a Consolation Race were appended to the Feature starting grid from the results of the first Consolation Race, then that number from the results of the second Consolation Race were added, etc.. Now, the winner of the first Consolation Race is added to the Feature grid, then the winner of the second Consolation Race is added, etc., followed by the 2nd place finisher of the first Consolation Race, then the 2nd place finisher of the second Consolation Race, etc., until the specified number of drivers have been taken from all of the Consolation Races.

Dynamic Track

- The system for calculating track temperature as reported to the user in the Info tab and telemetry has been improved.

Dynamic Sky

- Fixed an issue where Dynamic Weather mode would sometimes use the default cloud cover.

Dirt Racing

- Reduction to tire grip on dirt surfaces as the hardpan is approached has been amplified.

Pit Stops

- Rule changes for GTE pit stops have been implemented.
- - Cars must now re-fuel first and may only change tires once re-fueling is complete. This takes into account the real-life WEC rules for the 2019/20 season.

Rendering

- Fixed an issue where teammates could not see the steering wheel rotate.

High-Dynamic Range (HDR)

- This release includes a preliminary version of High Dynamic-Range (HDR) rendering. When it is enabled the Simulator uses HDR render targets for items such as mirrors, environment maps, main render targets, and even HDR display back buffers. Previously, very bright pixels would be clamped to "fit" into Standard Dynamic Range (SDR) formats. This clamping causes important information about the actual brightness of bright pixels to be lost and to be treated as less bright than they should be treated. HDR rendering allows the bright pixels to be rendered without loss of information, and used during many internal rendering steps, limiting the loss of brightness to only the final step of converting to the display. HDR rendering drastically improves the quality of rendering, and also provides for additional future effects (this is a very early version!). And, when coupled with an HDR display, it allows for an expanded color gamut and extremely bright sun and solar reflections to actually be displayed at higher intensity than the rest of the scene on the display. HDR does not require an HDR display to provide most of the visual benefits because many of the benefits occur before the conversion to the display, but HDR displays benefit the most.

- Support has been added for HDR displays, such as HDR10 televisions and monitors. The Simulator can now be configured to output HDR formats to an HDR display via an HDR10 frame buffer (10-bits per color channel instead of 8), or an HDR16F frame buffer (16-bit floats per color channel). When using HDR16F, the Simulator renders a special expanded color space (BT. 2020) using a special gamma (ST.2084). When rendering in HDR10 mode the Simulator just outputs the smaller color space BT.709 (HDTV color). However, Windows or the device driver may do conversions in either case, so you likely want to try both. When used in conjunction with HDR rendering, very bright sun and solar reflections can be displayed on screen, and the expanded color space looks incredible. You almost certainly need to

be in full-screen modes when using these formats, especially HDR16F. If the Simulator leaves full screen, the colors may look blown out, and you may need to press Alt+Enter to get back into full-screen.

- To enable HDR rendering without an HDR display, all you need to do is check the "HDR rendering" checkbox on the Graphics Options screen, and restart the Simulator for it to take effect. When HDR rendering is checked, bloom is also checked, and cannot/should not be unchecked for best results. Enabling this option will use more video memory to store the extra large image formats, but higher end cards should have plenty of memory for this.

- To enable an HDR display, you will need to run the iRacing graphics auto-config and select an HDR10 or HDR16F mode from the resolution dialog, this will automatically force on HDR rendering and bloom. Try both HDR modes and select whichever works best for you. HDR10 uses slightly less memory, but HDR16F looks best in many cases due to the expanded color space. If the graphics auto-config does not present either of those modes, then you first need to setup your HDR display properly in Windows 10. HDR displays only work with Windows 10, and only when connected with higher-end display port 1.4 or HDMI 2.0 connections. And, in the Windows 10 display settings, the display first needs to be setup to be HDR. See the Windows 10 HDR settings in the Windows Settings -> Display Settings. If you cannot get Windows to first recognize the display as HDR and allow you to toggle it into HDR mode for gaming, you will be unable to get the Simulator to provide the HDR modes via DX11. Please note, you may need to also alter a setting inside the HDR display's menus to enable HDR mode on the desired input, this is very common, before Windows will detect it as HDR capable. HDR display modes will not work on very old versions of Windows 10, and will not work at all on Windows 7.

Visual Effects

- Photographer spectators have been spotted using flash photography in the stands, and around the track!
- - These spectators will light-up their flashbulbs throughout a session, especially when there's some serious action going on!

- Visual effects generated via PopcornFX should now better obey a users' selected minimum detail level.

Virtual Reality

- A form of nVidia's simultaneous multi-projection, named Single Pass Stereo (SPS), has been added to help optimize VR rendering. SPS allows the Simulator to render the scene for one eye, and then GPU, via shaders and SPS, create the image for the other eye, without the Simulator needing to submit the entire scene a second time. This reduces the CPU load of the rendering thread and increases the frame rate, especially for the largest and most complex scenes when the frame rate would be lowest.
- - SPS requires a supporting nVidia GPU with a newer device driver installed. GTX1000 and GTX2000 series GPUs, with device drivers after v390 support it. The option is called "SPS" on the Graphics Options screen, and it will be enabled by default if your device driver reports that your GPU supports it. If the

SPS option is disabled in the Graphics Options screen, and you have a supported GPU, try a newer device driver.

- Fixed an issue when using VR where the mouse cursor could get stuck on a "curved screen mode" while using the iRacing BETA Interface, even when not on a curved screen.

Audio

- Ignition and starter sequences remain a work-in-progress, and will be updated over time.
- - Currently, many cars will use a default audio sequence and will share a generic set of sounds.
- - Cars with unique ignition and starter sounds are as follows:
- - - Audi Quattro GTO
- - - Audi R8 LMS GT3
- - - BMW M8 GTE
- - - BMW Z4 GT3
- - - Cadillac CTS-V Racecar
- - - Chevrolet Corvette C6.R GT1
- - - Chevrolet Corvette C7 Daytona Prototype
- - - Dallara DW12
- - - Dallara F3
- - - Dallara IR18
- - - Ferrari 488 GT3
- - - Ferrari 488 GTE
- - - Ford GT
- - - Ford Falcon FG V8
- - - Formula Renault 2.0
- - - Formula Renault 3.5
- - - Holden Commodore VF V8
- - - Indycar Dallara - 2011
- - - McLaren MP4-30
- - - Pro Mazda
- - - Skip Barber Formula 2000
- - - Williams-Toyota FW31

- All cars have had their engine load sounds modified to be more sensitive to subtle changes in throttle levels.

- All gear shift volumes for all cars have been adjusted.

Driver

- Additional detailing has been added to the driver's gloves.

Animated Pit Crew

- The animated pit crew will now look directly at your car as it approaches and leaves.

- The animated Indycar Pit Crew has been training all season, and is now 10% faster!

- The reflectivity of skin-tones in light has been reduced slightly.

- The air wrench hose movements have been smoothed a bit, and should appear less jaggy.

Pace Car

- A new pace car model, Porsche 911 GT3 Cup Car (991), has been added to the iRacing service!

- The default Road pace car is now the Porsche 911 GT3 Cup Car (991).

Replay

- When playing through a Session change, the system will look forward for data to prepare the replay world for the new session.
- - This fixes an issue on Session transitions where the track in replays could appear to have a stripe-pattern effect. This was being caused by data from the previous Session being used to create the track state, only then to have it overwritten in chunks with the new data.

Cameras

- While using the camera tool, blimp velocity may now be a negative number, so it can rotate in both directions.

Admin Commands

- A new Admin Command, "!trackstate", has been added.
- - This command allows an Admin to view and change the track state of the <u>NEXT</u> Session.
- - - This is intended especially for dirt racing, to allow Admins to make on-the-fly changes to the track (like simulating some re-prep before the feature for example).
- - - - You can type "!trackstate" with no arguments to see the track state for the next session. You can adjust it by putting a number as an argument, like "!trackstate 30" ("!trackstate 30%" is safe and will work too). If you go with say "!trackstate -1" or any negative number less than that, you'll get carry over

in the next session (0 means 0% usage).

Telemetry

- A new telemetry variable, "PitsOpen" has been added. This variable is true if you are currently able to receive service in your pit.

- A new telemetry variable, "PlayerCarInPitStall" has been added. This variable is true if you are stopped in your stall and parked cleanly so that you can receive service.

Peripherals

- The Fanatec API has been updated to the latest version.

EasyAntiCheat

- The iRacing software has been updated with the latest EasyAntiCheat libraries.

CARS:

Audi R18

- The car number font has been adjusted to better match the real world version.

- The blue lights on the FIA safety display will now flash when Cautions are out.

BMW M8 GTE

- NEW CAR!
- - The BMW M8 GTE has been added to the iRacing roster of vehicles!
- - The twin-turbo, V8 powered beast joins the already impressive lineup of GTE cars in iRacing. With over 500 bhp, the flagship racing car from BMW competes around the world in series including the FIA World Endurance Championship and the IMSA Weathertech SportsCar Championship. In iRacing, you will see the M8 in the multiclass IMSA Series as well as the iRacing Le Mans and iRacing Le Mans Endurance series. A front engine car, the BMW has already earned a reputation for being tough to pass due to its performance and size. iRacers will have the opportunity to race the M8 wheel to wheel against the Porsche RSR, Ford GT, and Ferrari 488 and find out for themselves which of the GTE cars will reign supreme.

BMW Z4 GT3

- Starter and compressor sound levels have been adjusted.

Cadillac CTS-V Racecar

- Fixed an issue where the wing supports would disappear whenever the car was damaged.

- Fixed an issue where the digital display digits were sometimes not at the correct brightness.

Chevrolet Corvette C6.R GT1

- Fixed an issue where some display digits were not illuminating correctly.

- Season setups have been updated.

Chevrolet Monte Carlo SS

- Season setups have been updated.

Dallara F3

- 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

- Tire grip has been reduced slightly at road tracks.

- New 2019 rear speedway wicker options added. Full length front speedway wicker has been removed due to season rules.

- Minimum fuel capacity is now 0.25 KG.

- Vehicle branding has been adjusted for the 2019 season.

- Fixed an issue where the inside of the hubs were not rendering when the tires were removed.

- Season setups have been updated.

Dirt Late Model

- (ALL) - Front packer garage increment adjustment has been changed from 1/4" to 1/16".

- (ALL) - World of Outlaws branding has been updated.

- (ALL) - Minimum damping is now enforced while the car is in the garage.
- - Damper adjustments will no longer influence heights and weights while the car is sitting in the garage.

- (ALL) - Season setups have been updated.

Dirt Midget

- Damper adjustments will no longer influence heights and weights while the car is sitting in the garage.

- Season setups have been updated.

Dirt Sprint Car

- (ALL) - Damper adjustments will no longer influence heights and weights while the car is sitting in the garage.

- (ALL) - Season setups have been updated.

Dirt Sprint Car - Non-Winged

- (ALL) - Cockpit adjustable dampers have been re-enabled per latest USAC rules.

- (ALL) - Damper adjustments will no longer influence heights and weights while the car is sitting in the garage.

- (ALL) - Season setups have been updated.

Dirt Street Stock

- Season setups have been updated.

Dirt U.M.P. Modified

- Minimum damping is now enforced while the car is in the garage.
- - Damper adjustments will no longer influence heights and weights while the car is sitting in the garage.

- Season setups have been updated.

Ferrari 488 GT3

- Season setups have been updated.

Ferrari 488 GTE

- The car number font has been adjusted to better match the real world version.

- Baseline setup has been adjusted.

Ford Fiesta RS WRC

- Season setups have been updated.

Ford GT - 2017

- The car number font has been adjusted to better match the real world version.

- Baseline setup has been adjusted.

Ford GT GT3

- Season setups have been updated.

Formula Renault 3.5

- Legal pushrods length have been increased.

- Non-adjustable bumpstops have been altered to better assist with suspension over-travel concerns.

Legends Ford '34 Coupe

- (ALL) - The rear wheel mass position has been adjusted slightly.

Lotus 49

- Fixed an issue with the mirrors rendering incorrectly.

NASCAR Camping World Chevrolet Silverado

- Vehicle branding and ruleset have been updated for the 2019 NASCAR season.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Steering offset variable has been reduced to +/- 15 degrees.

- Small changes to drafting to improve suckup at Super Speedway tracks.

- Season setups have been updated.

NASCAR Camping World Toyota Tundra

- Vehicle branding and ruleset have been updated for the 2019 NASCAR season.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Steering offset variable has been reduced to +/- 15 degrees.

- Small changes to drafting to improve suckup at Super Speedway tracks.

- Season setups have been updated.

NASCAR K&N Pro Chevrolet Impala

- Diff ranges have been opened to allow for any ratio at any track.

- Vehicle branding and ruleset have been updated for the 2019 NASCAR season.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Steering offset variable has been reduced to +/- 15 degrees.

- Small changes to drafting to improve suckup at Super Speedway tracks.

- Season setups have been updated.

NASCAR Monster Energy Cup Chevrolet Camaro ZL1 - 2018

- Short Tracks/RC will use 750hp engine and INTS and SS will use 550hp engine.

- 2019 spec aero packages have been applied.

- Contingency decals and branding have been updated for the 2019 NASCAR season.

- Aero grills have been implemented for this vehicle.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Season setups have been updated.

NASCAR Monster Energy Cup Chevrolet SS

- Contingency decals and branding have been updated for the 2019 NASCAR season.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Small changes to drafting to improve suckup at Super Speedway tracks.

- Season setups have been updated.

NASCAR Monster Energy Cup Ford Fusion

- Short Tracks/RC will use 750hp engine and INTS and SS will use 550hp engine.

- 2019 spec aero packages have been applied.

- Contingency decals and branding have been updated for the 2019 NASCAR season.

- Aero grills have been implemented for this vehicle.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Season setups have been updated.

NASCAR Monster Energy Cup Toyota Camry

- Short Tracks/RC will use 750hp engine and INTS and SS will use 550hp engine.

- 2019 spec aero packages have been applied.

- Contingency decals and branding have been updated for the 2019 NASCAR season.

- Aero grills have been implemented for this vehicle.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Season setups have been updated.

NASCAR Nationwide Chevrolet Impala - 2011

- Diff ranges have been opened to allow for any ratio at any track.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Small changes to drafting to improve suckup at Super Speedway tracks.

NASCAR Sprint Cup Chevrolet Impala COT - 2013

- Diff ranges have been opened to allow for any ratio at any track.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Steering offset variable has been reduced to +/- 15 degrees.

- Small changes to drafting to improve suckup at Super Speedway tracks.

NASCAR Truck Series Chevrolet Silverado - 2013

- Diff ranges have been opened to allow for any ratio at any track.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Steering offset variable has been reduced to +/- 15 degrees.

- Small changes to drafting to improve suckup at Super Speedway tracks.

NASCAR XFINITY Chevrolet Camaro

- Contingency decals and branding have been updated for the 2019 NASCAR season.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Steering offset variable has been reduced to +/- 15 degrees.

- Small changes to drafting to improve suckup at Super Speedway tracks.

- Season setups have been updated.

NASCAR XFINITY Ford Mustang

- Contingency decals and branding have been updated for the 2019 NASCAR season.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Steering offset variable has been reduced to +/- 15 degrees.

- Small changes to drafting to improve suckup at Super Speedway tracks.

- Season setups have been updated.

NASCAR XFINITY Toyota Camry

- Contingency decals and branding have been updated for the 2019 NASCAR season.

- Minimum and maximum tire pressure limits have been adjusted.

- Brake and gearbox settings have been simplified by track type.

- Steering offset variable has been reduced to +/- 15 degrees.

- Small changes to drafting to improve suckup at Super Speedway tracks.

- Season setups have been updated.

Porsche 911 GT3 Cup Car (991)

- Rear wing has been strengthened to reduce the likelihood of damage from small impacts.

Porsche 911 RSR

- 2019 Season 2 GTE BoP:
- - Slightly reduced aero drag for higher topspeed.
- - Aero downforce has been decreased slightly.
- - Fuel consumption has been increased slightly to compensate for reduced aero drag.

- Baseline setup has been adjusted.

- The car number font has been adjusted to better match the real world version.

Porsche 919 Hybrid

- The car number font has been adjusted to better match the real world version.

- The blue lights on the FIA safety display will now flash when Cautions are out.

Radical SR8

- Idle speeds have been increased.

- Season setups have been updated.

Ruf RT 12R

- (Track) - Season setups have been updated.

Silver Crown

- Season setups have been updated.

Skip Barber Formula 2000

- The long awaited V7 Tires are now implemented on this vehicle!
- - Please take them out for some vigorous testing, and let us know what you think. We are looking to gather feedback before fully implementing these on all vehicles.

- Allowable tire pressure range has been adjusted to 14 to 45 psi.

- New in-car, on-board, and chase engine sounds, as well as starter, ignition, gear shift, and engine limiter sounds have been added for this vehicle.

- Baseline setup has been updated.

Sprint Car

- Season setups have been updated.

Subaru WRX STI

- Fixed an issue with rendering artifacts on the side mirrors.

Super Late Model

- Various vehicle updates, including:
- - New aerodynamic information applied.
- - Brakes have been altered to better match car performance after aero updates.
- - Small Front-end geometry tuning.
- - 3" ride heights are now legal in the garage.

- Season setups have been updated.

VW Beetle GRC

- Season setups have been updated.

Williams-Toyota FW31

- Fixed an issue where some display digits were not illuminating correctly.

TRACKS:

Autodromo Nazionale Monza

- (ALL) - The fixed cubemaps for this track has been adjusted for better visual reflections.

- (ALL) - Fixed an issue where some walls would colorfully flicker at night when headlights shone on them.

Charlotte Motor Speedway

- NEW TRACK CONFIGURATIONS!
- - A fully re-scanned and re-built version of Charlotte Motor Speedway was released in the 2019 Season 1 build, but it only included the Roval. With this release, we have have added numerous additional track configurations. These were built using the updated laser scan data. These new configs are as follows:
- - Oval - The full oval track used by NASCAR.
- - Roval Long - An alternate version of the Roval which uses an additional track area in the infield to create a longer version of the track. This track is 2.42 miles in length.
- - Legends Oval - The standard Legends oval using parts of the oval and pit road.
- - Legends RC Short - A 0.72 mile road configuration using a short area of the infield road course.
- - Legends RC Medium - A 1.25 mile road configuration using an expanded area of the infield road course.
- - Legends RC Long - A 1.5 mile road configuration using an even more expanded area of the infield road course and parts of the NASCAR oval and pit road.

- This current version of Charlotte Motor Speedway appears on the website as "Charlotte Motor Speedway". The original Charlotte is still available for historical reasons and appears on the website as "Charlotte Motor Speedway - 2016".

Circuit des 24 Heures du Mans

- The color of gravel trap tire marks has been adjusted.

Circuit of the Americas

- Fixed an issue where some walls were not visible on lower graphics settings.

Daytona International Speedway

- TRACK UPGRADE!
- - The Daytona Rising real-world track facility upgrades have been implemented at our digital version of this legendary speedway!
- - - The art team has also overhauled much of the environment to bring it up to the latest and greatest specs!

Twin Ring Motegi

- (Oval) - Animated pit crews have been enabled on this track configuration.

Nürburgring

- A preliminary version of night lighting has been added to all configurations of Nürburgring, including the GP Circuit, Nordschleife, and Combined circuits. We do not consider this project finished and still plan to place additional lighting, but consider this an early-access preview!