

CHANGE LOGS:

iRacing BETA Interface - (01.00.19-beta)

- Season Sessions:
 - - The minimum and maximum license levels have been added to the Season List.
 - - Users may now join a Practice Session for any Series, even those for which they do not meet the minimum license requirements.
- Create a Race:
 - - The Create a Race options have been reorganized slightly, so users can make all adjustments without needing to flip between multiple pages.
 - - The Create a Race modal window will no longer close if a click is made off of the modal window.
- Paint Kit:
 - - Fixed an error that could appear when launching the Paint Kit for some cars.

iRacing Membersite

- Fixed online-indicator image source reference for Leagues.
- Updated the "Support" link on Quickstart to go to support.iracing.com, instead of our old form.
- Aggregate Points have been added to results CSV exports.
- Fixed an issue with opening the iRacing BETA Interface via the Membersite banner when on a League page of the membersite.

Hosted Sessions

- Hosted Sessions (created via Membersite or iRacing BETA Interface) may now be created with up to seven (7) different car types!

Paint Kit

- A new Graphics Option, "Hide Car Numbers" has been added.
 - - When checked, this option will attempt to load custom paint schemes on all the cars with the "car_num_xxx.tga" file-name. This is a custom paint scheme that has a car number included within the texture image.
 - - - If this option finds this paint scheme, the Simulator will turn off the iRacing-provided car number stamping for that car. This allows for custom car numbers in any session, but only if the user opts to see

the custom car numbers, and if the other players' custom paint schemes actually include car numbers.
- - - iRacing will fall back to showing the iRacing-provided car numbers if the "car_num_xxx.tga" file is not found, even if this option is enabled.

- Custom paints now turn off the internal decal layer, without needing to insert the paint into the decal slot.

- - You can continue to use both a base paint and a decal layer as a way to customize car paints for a special event. The benefit of this is that all custom paints will have no contingency decals applied to them.

- - You will need to stamp the contingency decals provided in our paint template onto your own base paint if you want your car to look like it did previously.

- Driver names will now always be displayed in all events except for offline Test Sessions.

- - Now, a custom paint scheme with a number baked in (ie: in the texture file itself), will not show the sponsor decals, license stripe, or car number, but will stamp the driver and team names (unless in an offline Test Session).

Pit Stop Animation - Indycars

- Fixed an issue where a tire was floating at the start of the animations.

- Fixed an animation glitch with the jack-man.

High Dynamic Range (HDR) Rendering

- Fixed an issue where the virtual mirror was not rendering the correct view while using HDR.

Virtual Reality

- Fixed an issue where VR was not displaying both views.

Telemetry

- A new telemetry variable, "SessionTimeOfDay" has been added.

- - This value tracks the solar session time, in seconds, since midnight.

- A new session string variable, "EarthRotationSpeedupFactor:" has been added that indicates if the movement of the sun is accelerated.

- A new telemetry variable, "PlayerCarPitSvStatus" has been added.

- - This variable outputs a `irsdk_PitSvStatus` enum that indicates how well you are parked in your pitstall and tracks the basic pit stop state.

- A new telemetry variable, "LoadNumTextures" has been added.

- - This variable returns True if the Simulator is currently setup to try and load the "car_num_XXX.tga" car paint file, and False if the Simulator will only look for the "car_XXX.tga" file.

BMW M8 GTE

- 2019 Season 2 GTE BoP Adjustment: Engine torque has been reduced slightly across the rev range.

Dallara IR18

- Front wicker switching has been configured and arranged with and without mainplane extension at ovals.

- - The garage interface has also been updated to repopulate dropdown lists whenever the minimum or maximum allowable values change.

Ferrari 488 GTE

- 2019 Season 2 GTE BoP Adjustments: Vehicle weight has been reduced by 5 kg.

Ford GT - 2017

- 2019 Season 2 GTE BoP Adjustments: Vehicle weight has been increased by 5 kg.

NASCAR XFINITY Chevrolet Camaro

- Front suspension hard stop has been modified to allow more LF travel.

- Aero sensitivities have been adjusted.

NASCAR XFINITY Ford Mustang

- Front suspension hard stop has been modified to allow more LF travel.

- Aero sensitivities have been adjusted.

NASCAR XFINITY Toyota Camry

- Front suspension hard stop has been modified to allow more LF travel.

- Aero sensitivities have been adjusted.

Porsche 911 RSR

- 2019 Season 2 GTE BoP Adjustments: Aero downforce has been increased slightly.

TRACKS:

Charlotte Motor Speedway

- The track configuration, Charlotte Motor Speedway - Legends RC Oval Long, has been unlocked for all users.

Watkins Glen International

- Fixed a bump in the track map on the front stretch that could cause the Simulator to crash when it was driven over.