

May 2nd, 2019 Season 2 Patch 3

iRacing BETA Interface - (01.00.29-beta)

- The maximum limit of Incidents has been increased to 260 for User-Created Sessions.
- In all cases, the Register button now features a split dropdown menu, and includes Watch and Spot.
- - This fixes an issue that was preventing the Watch option from appearing unless the session had at least one entrant looking for a Spotter.
- When running a Test Drive Session from a Multiclass Series, the car selector should now correctly appear before you start the Test Drive Session.
- - After you have made a selection, this choice is saved, should you exit and return.
- Cars that are a part of two different classes are not added to a User-Created Session twice when the second class is added if the car was already added with the first class.
- All Dirt Oval and Dirt Road tracks now feature "Dirt Oval" or "Dirt Road" informational bubbles.
- Track list filters for "Dirt Oval" and "Dirt Road" have been added.
- All tracks' Number of Configs informational bubble should now be correct.
- When selecting a track while using Grid View, the track names are no longer appended with a track configuration name when the "Show All Configs" option is toggled off.
- Fixed an issue where a user's name was not updated correctly in the iRacing BETA Interface after a name change.
- The "Welcome" message has returned to the Home section of the iRacing BETA Interface. Welcome back!
- The gradient overlay covering the bottom portion of the featured News article has returned to help increase the legibility of the text.
- Track logos are now always centered in the Track box.
- Fixed an issue with some track info not displaying correctly; particularly trademark symbols.
- Fixed an issue where the Chili Bowl was missing a track image.

Official Series

- Fixed an issue where some users were getting stuck registering for the first event of a new race-week, and missing the event.

- - Open Practices for a given Race Week are now started prior to general registration being allowed for the first sessions of that week. Now, when you register for the first Race of the new week during a race-week transition, there are Open Practice servers available into which you can be placed while waiting for your race to start at its scheduled time.

Rendering

- Fixed an issue where strange green glowing patterns could appear instead of bright reflections in environment maps.

Virtual Reality

- A new option, "AlignmentFix" has been added to the "[OpenVR]" section of the "RendererDX11.ini" file.

- - This option enables various workarounds for vertically misaligned per-eye images in VR (with SPS enabled for GTX1000s). In particular the fix is intended for OpenVR HMDs that make display alignment corrections via modifying the right eye's frustum's top/bottom to be different than the left eyes to shift the image in one eye to align better with the other eye. This sort of oblique projection/Y-offset correction provided by OpenVR is incompatible with SPS on 1080's when different per eye, and causes visual alignment mismatches with the parts of the scene that render using SPS. This workaround provides several modes of operation, because different headsets and GPUs seem to be having different issues; we suspect some have bad calibration/fixes set by the factory causing issues with SPS off).

- - - Mode 0 = Off.

- - - Mode 1 = Overwrite the right eye's frustum's top/bottom with the left eye's frustum, removing the correction (only enabled when SPS is enabled on a GTX1000 series).

- - - Mode 2 = As Mode 1, but operates even when SPS is disabled and also does it for all GPUs (removes all corrections).

- - - Mode 3 = As Mode 1, but also adjusts the right eye's viewport to re-apply the original correction factors that were in the projection, in a way that is compatible with SPS (makes corrections work as intended on a GTX1000 w/SPS).

- A new option, "MirrorViewVerticalShiftPct" has been added to both the "[Oculus Rift]" and the "[OpenVR]" sections of the "RendererDX11.ini" file.

- - This option shifts the VR mirror image up and down, allowing the image to pan vertically when parts of the image are clipped off the edges of the window.