

This season release includes SIX new or upgraded cars, THREE new or upgraded tracks, a host of massive improvement to the iRacing BETA Interface, and a whole garage-full of other enhancements to make iRacing more realistic than ever before.

Some highlights include:

- Lucas Oil Off Road Pro Trucks
- Modified - SK
- NASCAR Gander Outdoors Chevrolet Silverado
- NASCAR Monster Energy Cup Ford Mustang
- NASCAR Whelen Tour Modified
- Silverstone Circuit
- Wild Horse Pass Motorsports Park
- Wild West Motorsports Park
- New iRacing BETA Interface Application Framework
- Create a Race - Wizard for the iRacing BETA Interface
- Paint Shop & Leagues iRacing BETA Interface Revamp
- Connectivity Data for the iRacing BETA Interface
- Green-White-Checkered Flags
- Spotter Calls and Translation Upgrades
- Fully Animated Flagman
- Driving Camera Adjustments
- Rendering Improvements focused on headlights, lighting, and shadows
- Motion Blur Effect
- Starter and Ignition Sounds for All Vehicles
- Skip Barber Formula 2000 V7 Tire Adjustments
- Night Mode for Chicagoland Speedway, Darlington Raceway, and Homestead Miami Speedway
- Much more!

Full 2019 Season 3 Release details are below.

### **IRACING BETA INTERFACE:**

#### **New Application Framework**

- The iRacing BETA Interface now utilizes a brand new application framework.
- - This system will make future development for our team much easier, and streamline the connectivity between the iRacing BETA Interface and the actual iRacing Simulator itself.
- - This framework should greatly enhance the speed and usability of the iRacing BETA Interface as a whole, cutting down on loading times, increasing click responsiveness, and providing better usability feedback.

- - With this new framework, the iRacing BETA Interface will now live in its own application window, even while the Simulator is running.
- - The iRacing BETA Interface will no longer be viewable through VR headsets, and will be displayed on a traditional monitor screen.
- - - The Simulation will still launch in a VR headset if selected.
- - - If desired, you may also utilize third-party software, such as Virtual Desktop, in order to run the iRacing BETA Interface in a VR headset.
- - Once you've finished downloading and installing the 2019 Season 3 Release update, you will be asked if you would like to create a desktop shortcut to the iRacing BETA Interface, even if you disabled this question in the past. If you allow it, this will create a brand new desktop shortcut that will launch the new iRacing BETA Interface with the new application framework.
- - The new desktop shortcut points at a different .exe file (iRacingUI.exe, located in the "ui" folder of your installation directory).
- - - If you opt to create this new desktop shortcut, the updater will also delete any old desktop shortcuts iRacing had created to the former iRacing BETA Interface. However, the updater will not delete any shortcuts you may have made (or edited), so be sure to replace any of those yourself.
- - You can access the updated iRacing BETA Interface via the new desktop shortcut, the Membersite website banner, or launching the iRacingUI.exe file.

### **Create a Race - Wizard**

- A brand new iRacing UI Wizard has been summoned to manage the Create a Race process for Hosted Sessions!
- - The Wizard is a new method and layout for creating Hosted Sessions.
- - This method allows a user to configure Hosted Sessions in a step-by-step interface or consolidate all steps into a single scrollable interface. Users can also jump back and forth between the two views, and also between steps as desired.
- - - Click on any step in the top navigation bar to jump to that step.
- - - To view all steps into a single consolidated list, use the "All Steps" button near the bottom-left corner.
- - Users may also perform the following actions using the dropdown menu in the bottom-left corner:
  - - - Reset all fields
  - - - Load Last Session info
  - - - Load Autosaved Sessions
- - The Wizard features all new "compact" car and track selection interfaces.
- - The Wizard is still studying to make the following features a reality, and will be coming soon:
  - - - The ability to directly upload a Fixed Setup for the Session.
  - - - The ability to select a Session Administrator.
  - - - The ability to restrict a Session to specific Clubs and/or Leagues.

### **Time Attack**

- This section of the iRacing UI has been overhauled for speed and reliability, including the results pages.
- - The Favorites filter is now functional for Time Attack data.
- - The message displayed to a user who has not yet completed a Time Attack Session for each track within a Time Attack Competition has been updated for clarity.
- - Track configuration license-type labels are now correctly displayed on the selected track card within the Time Attack Competition.

## **Paint Shop**

- An extensive redesign has been completed and applied to the Paint Shop!
- - This refers to both the vehicle Paint Shop, and the suit and helmet Paint Shop.
- - This update enhances access to the Paint Shop; with new "Paint" buttons on every car image in the service.
- - You may now switch your selected car directly within the Paint Shop modal.
- - The Paint Shop now automatically saves your changes after every adjustment. An "Undo All" arrow appears in the top-right corner to go back to start.
- - The color picker has been rebuilt for better usability.
- - Your saved paint swatches are now available to paint your cars. Select the "Paint Swatches" option and they will appear as choices for paint color in dropdown menus.
- - Pattern selection has been made easier.
- - A large assortment of bugs and issues have been fixed.

## **Leagues**

- Some major enhancements and fixes have been made to the Leagues area of the interface!
- - New Leagues may now be purchased with iRacing Credits.
- - League members may now select their preference to receive PMs or Emails or neither from League Announcements.
- - League Admins are now able to accept applications from drivers to their League.
- - League Admins are now able to set and change Member Nicknames.
- - League Admins are now able to set and change Member Numbers.
- - Important league actions now provide the user with a confirmation message before taking effect, including: member promotions, member demotions, and league ownership transfer.
- - League Admins now have more control over their Leagues' customization:
  - - - You may post announcements to your league via the "Announcements" tab, and send them via email or PM to your members.
  - - - You may now assign Tags to your league to help others find your league when searching: just select "Assign Tags" from your League Overview modal window.
  - - - You may now manage League applications and invited members from the League Info modal window.
  - - - You may now create Hosted Sessions that are not tied to League Seasons.
- - League applications that are rejected are now removed from the applicant's list of Leagues.

- - League invites that are rejected are now removed from the invitee's list of Leagues.
- - A large assortment of bugs and issues have been fixed.

## **Replays**

- The Replays section has been re-built from the ground-up!
- - A complete architectural rewrite has been completed on the Replays section of the interface.
- - Using this section of the interface should be much faster and more responsive.
- - The Online/Offline tabs have been removed; all Replays are listed together in a single table.
- - Sorting, filtering, tags, and the favorites system have all been added to improve the user experience of browsing Replays.
- - A Delete button has been added to the "Register" button dropdown menu.
- - - Users may now delete Replays.
- - A Race Results button has been added to the "Register" button dropdown menu.

## **Connectivity Data**

- A table of active ping data for a user's machine has been added to the interface.
- - Access this table by clicking on the "Connectivity Data" icon in the top-right area of the interface.
- - This table shows a user's connectivity quality to the various Race Server Farms. Shorter times, displayed in milliseconds (ms), are better for performance and racing. An ideal Percent Loss is zero (0), or as close to zero as possible.

## **Updates and Upgrades**

- Track configuration names will no longer be included in search filters; only the actual track name is used.
- Zoom scaling for the interface is now remembered on a per-machine basis.
- UI logs will now be saved to the iRacing folder within your My Documents directory.
- Team-related actions will now appear in the sidebar menu when the interface option to display actions in the sidebar menu is enabled.
- Fixed an issue where the Registration status bar was not 100% reliable.
- Fixed an issue where a user could not Spot for a driver in a User-Created Session.

## **IRACING SIMULATION**

### **Updater**

- The update process for this release, particularly for the iRacing BETA Interface, requires a few specific steps in order for you to be able to utilize the iRacing BETA Interface. The very short version of these instructions is to utilize the classic Membersite for your initial download of the update.
- - Please also refer to the very first section above, entitled "New Application Framework", for more details.
- - You may also want to review the special post, "2019 Season 3 - iRacing BETA Interface Update Steps", found here: <https://members.iracing.com/jforum/posts/list/3650535.page>
- When the iRacing Updater finishes and is checking to see if a user has the necessary system components installed, it will now check Windows 7 systems for the "D3DCompiler\_47.dll" file, and it will direct a user to Microsoft's website to obtain the appropriate Windows Update if it is missing.

### **Cars**

- Suspension damper (shock) velocity has been capped to help to prevent zippies (unrealistic rapid accelerations, usually due to a collision, that often send the car flying into the air).

### **Car Classes**

- All Car Class groups have been updated to account for the new, updated, and retired vehicle changes with this season release.
- A new Car Class, NASCAR Cup – 2018, has been added.
- - This Car Class includes the NASCAR Cup Chevrolet SS and the NASCAR Cup Ford Fusion.

### **Opponent Cars**

- Opponent cars should now align better with where their driver actually is.

### **Vehicle Setups**

- All previous and current vehicle setup versions should now be usable within each NASCAR vehicle class.

### **Green-White-Checkered Flags**

- The ability to ensure a Green-White-Checkered finish to Race Sessions that run with full-course cautions has been added.
- - With this feature enabled, if a full-course caution begins under the green flag (not white or checkered), the race will be extended to ensure that when the caution period ends, drivers get the green flag, then get the white (1 lap to go) flag on the next lap after that.
- - A Session can have either an unlimited number of Green-White-Checkered Cautions (G/W/C) at the end, or a limited number. System and spotter messages will inform a driver of whether or not a caution period is the final caution period during which a G/W/C finish will be attempted.
- - In a Session with Full Course Cautions OFF, a race admin is also able to throw a caution that will utilize Green-White-Checkered Flags.
- - This feature is available when creating Hosted Sessions on both the iRacing BETA Interface and the classic Membersite.

## **Tires**

- Low speed handling (<25mph) of cars with deep and/or soft tire treads has been improved.

## **Dynamic Track**

- The total amount of solar energy allowed to penetrate through clouds and adjust the track surface temperature has been increased. This will cause clouds to have a reduced effect on temperature changes.
- The Track Conditions information on the Info tab of the Session screen has been updated to include all Sessions, and now uses the same Session names as the Race Details area.

## **Spotter**

- A significant portion of the base spotter audio has been re-recorded for improved consistency and variety.
- A variety of new spotter calls have been added, including:
  - - SPCC\_GWC\_EXTENDED = Lets you know whether this caution period will extend the race in order to end under the Green-White-Checkered Flag.
  - - SPCC\_GWC\_FINAL = Lets you know that this is the final caution period that will extend the race in order to end under the Green-White-Checkered Flag.
  - - SPCC\_FUEL\_1LAPS = Called when you only have one lap of fuel left.
  - - SPCC\_MINUTE & SPCC\_SECOND = Called for labeling lap time lengths (minute & second).
  - - SPCC\_MINUTEPL & SPCC\_SECONDSPL = The plural forms of the above (minutes & seconds).
  - - SPCC\_1TOGREEN\_RESTART & SPCC\_GOGREEN\_RESTART & SPCC\_GREEN\_RESTART &

SPCC\_NOGREEN\_RESTART & SPCC\_PACEIN\_RESTART = Optional spotter calls that are triggered during race restarts. If the flags are not filled in then iRacing will default to the non-restart variations of these spotter calls (i.e. SPCC\_NOGREEN).

- The calls, 'SPCC\_1TOWIN' (one lap to win) or 'SPCC\_1TOGO' (one lap to go), will now always be called when applicable for time-based races.

- Our online guide for how to develop new spotter packs has been updated.

-- See this thread to learn more: <https://members.iracing.com/jforum/posts/list/3646900.page>

- A great many improvements have been made to our spotter calls to aid in translation.

-- **All existing spotter packages will need to be updated to fit the new form!**

--- You can read about these changes

here: <https://members.iracing.com/jforum/posts/list/100/1938030.page#11513531>

- Translation Improvements:

-- Support has been added for more plural forms of spotter messages.

--- We now optionally support zero, one, two or many items. This requires a renaming of the messages, previously the default form was singular, and we marked the plural case with a PL at the end. Now the default form is the plural (many) case and we mark the 0, 1, 2 cases with a \_P0, \_P1, or \_P2 at the end of the message. If your language does not use a particular plural form you can NULL out both the string and wave file and we will ignore that form. For example, in English, we only need the \_P1 and default forms to handle 1 and many.

-- All multi-part messages no longer share any message id's.

--- This allows you more freedom to rearrange the sentences as needed or NULL out a part you do not need. For example, the messages SPCC\_PACE\_PASS <num> SPCC\_PACE\_PASS\_PT2 says 'pass the' <num> 'car' in English, but could be reorganized to say 'pass car' <num> NULL for another language.

-- Numbers now support a SPCC\_Nx\_EQ form that is called if the number is an exact match.

--- For example, this allows us to use two different forms of the word 'one', as in 1, 21, and 301.

-- Support for an optional call SPCC\_DECIMAL has been added.

--- When filled in, this message will be called at the end of a decimal number, used to say 'decimal' after reading a decimal number if that is what is expected in your language.

-- An optional call, SPCC\_AND\_TEN has been added that when filled in will reverse the tens and ones place.

--- For example, the number 321 would be called out as SPCC\_N300 + SPCC\_N1 + SPCC\_AND\_TEN + SPCC\_N20, to say 'three hundred one and twenty'.

- Fixed an issue with the "fuel left" calls triggering when not needed.

## Driver Swap

- Fixed an issue in a driver-swap session where the last-displayed driver's name would be displayed in the Driver/Team area, in the lower-left of the Session screen, even when the selected car had no driver.

## Flagman

- The start/finish flagman has been re-built from the ground-up, and should now fully animate to wave the appropriate colored flags at the appropriate times during events!

## Driving Camera Adjustments

- A variety of new driving camera adjustment options have added to the Drive tab of the Options Screen!

- - Height of the driver can now be adjusted.

- - - This affects the user's view height across all cars at the same time. The user can also tweak each car individually as needed via the camera tool. While driving, the user can adjust the height of the driver camera using the F9 Black Box, or using the "Ctrl+[\" or \"Ctrl+]" keys.

- - The value "VanishY" has been renamed to "Horizon Offset" to better reflect its purpose.

- - - A user can adjust this value to shift the horizon up and down on the display without changing the location of the camera. Ideally, the horizon would be set to the same height as the driver's eye line, but a user may want to shift it up to get a better view of the dashboard. While driving, the user can adjust the height of the Horizon Offset using the F9 Black Box, or using the "Shift+[\" or \"Shift+]" keys.

- - Field of View (FOV) is now available for adjustment.

- - - This value was already, and remains, adjustable while driving with the F9 Black Box, or using the "[" and "]" keys. FOV adjusts how zoomed-in the view appears, much like using a zoom-lens on a camera. Ideally, this value would be set via the FOV calculator in the Graphics tab, but on a single monitor setup using a wider FOV may be necessary.

- - The "Roll Chassis" value lets a user blend the side-to-side motion of the driver's head between staying level with the car's chassis, or staying level with the world horizon when on a banked surface.

- - - A value of 100% indicates that the camera would be locked to the car chassis, and a value of 0% indicates that the camera would be locked to the horizon. The default value is 100%.

- - The "Pitch Chassis" value lets a user blend the up-and-down motion of the driver's head between staying level with the car's chassis, or staying level with the world horizon when climbing or descending a hill.

- - - A value of 100% indicates that the camera would be locked to the car chassis, and a value of 0% indicates that the camera would be locked to the horizon. The default value is 100%.

- - The "Neck Motion" value controls how much the neck of the driver moves to try and smooth the motion of the car chassis. This value can be reduced if a user has a motion platform or is using VR.

- - - The default value is 100% for optimal automatic smoothing.

- - The "Rotate With Velocity" value controls how much blending is done between the driver's head aiming in the direction the car body is actually facing, or aiming in the direction in which the car body is actually moving. Increasing this value may help a driver detect an over-steer situation.

- - - A value of 100% indicates that the camera would be locked to the car body's velocity vector, and a value of 0% indicates that the camera would be locked to the car body's forward-facing vector. The default value is 0%.

## Rendering

- Cockpit glass material has been improved to have a realistic maximum visible light transmission.
- Translucent cockpit parts now receive static shadows, cloud shadows, and dynamic shadows.
- Reflections of the cockpit on internal windshields has been improved.
- The ambient occlusion of driver models inside of cars has been improved.
- World lighting has been adjusted to better account for the various densities of clouds.
- Trees now darken with overcast skies and cloud shadows.
- RTX2000 series graphics cards now use true Multi-View-Projection (MVP) rather than w-warping (which is used on GTX1000s), when three screen Simultaneous Multi-Projection (SMP) is activated. The MVP mode properly supports Y-offsets in the projections and also supports wider field of views (FOV) and side screen tilt angles than W-Warping.
  - - The options screen now allows:
    - - - Night Shadows may be enabled.
    - - - Depth of Field may be enabled.
    - - - Full side screen tilt angles larger than 45 degrees may be used (this angle is limited with W-Warping).
    - - - Field-of-View (FOV) values larger than 145 degrees may be used (this angle is limited with W-Warping).
- Vehicle lightmaps have been adjusted to work better with bloom when using High Dynamic Range (HDR) Rendering.
- Night-time bloom thresholds have been adjusted, so objects should not bloom as easily at night.
- Particle detail levels of Medium and High are now functional with Simultaneous Multi-Projection (SMP) Rendering.
- Fixed several issues with the ambient occlusion effect in several shaders and improved its accuracy.
- Fixed an issue where Windows 10 display scaling above 100% would cause the Simulator's window to be sized much larger than requested.

## Headlights

- Headlight effectiveness and brightness has been improved, and many issues affecting the performance of headlights have been fixed. Specific updates include:
  - - Headlight beam patterns are now always generated procedurally on the GPU and may now be affected when various individual lamps toggle due to damage (more to come in further updates), partial headlight flashing, or when some bulbs are otherwise turned off.
  - - Car-to-car lighting from headlights and flashing has been improved.
  - - Several rendering shaders and materials have been repaired that were causing headlights to be missing or to appear with incorrect intensities on many objects.
  - - Headlight flashing has been improved on several of the higher-end road cars where partial sets of bulbs blink, and one can now always see their own headlights flash properly from in-car as well as from external views.

### **Dynamic Sky**

- The appearance of a jagged edge at the horizon has been reduced.

### **Motion Blur**

- A motion blur effect may now be enabled when viewing the environment from any camera.
  - - This includes viewing as a driver, spotter, or spectator during an event, or when watching a Replay.
  - - In the Graphics Options menu, a user may enable or disable motion blur, and select from three levels of motion blur that impact the intensity of the visual effect: Low, Medium, and High.
    - - - This feature can significantly affect performance, especially on high resolution displays and multi-monitor setups.
    - - - While motion blur is an expensive process when enabled, there is very little performance difference between the different amounts of motion blur.
    - - While viewing a Replay, a user can enable motion blur for broadcast and/or driving cameras separately.
    - - - A user may select to enable or disable motion blur for each camera type from the Replay Options menu.

### **Crowds**

- Lighting effects on 2D grandstand crowd characters have been updated at all tracks.

### **Visual Effects**

- Spark particle effects have been updated.
- Dirt racing particle effects have been updated.

- Fixed an issue where particle effects would look incorrect when switching car focus while in Replay mode.

- Camera flashes have been spotted occurring at many more tracks!

### **Animated Pit Stops**

- Fixed an issue where the wheel hub was sometimes drawing over the wheel.

### **Audio**

- Starter and ignition sounds have been added to all vehicles.

- Additional vibration noises have been added for curb and rumble strip interactions for the in-cockpit views on metal monocoque cars.

- - This excludes carbon tub cars:

- - - Dallara DW12

- - - Dallara F3

- - - Dallara IR18

- - - Formula Renault 2.0

- - - Formula Renault 3.5

- - - Indycar Dallara - 2011

- - - McLaren MP4-30

- - - Pro Mazda

- - - Williams-Toyota FW31

- A reset button has been added to the Sound Volume sliders and the Driver View sliders that will return the sliders to the default value.

- Fixed an issue where car starter and ignition sounds for stockcars were not being universally applied to those cars with multiple motor types.

- - This should fix the issues with some stockcars starter and ignition audio sounded different at different tracks.

### **Controls**

- Joystick button support has been increased from 64 buttons to 144 buttons. This will move the button address for the switch on newer Fanatec wheels; users will need to re-map any controls to the switch after this update.

## **Replay**

- All cars have been updated so that the player car's dashboard in old replays functions correctly.
- Fixed an issue where the right-front wheel of opponent Dirt Late Model cars appeared to have the wrong camber.
- - There will also be a very subtle change to the wheels of other opponent cars in replays.

## **Paint Kit**

- A new sponsor, Sim-Lab, has been added.
- Several sponsors with multiple variations have been appended with numbers to differentiate them from each other.

## **Driving Aids**

- For drivers with ability challenges, the driving line is rendered further into the darkness at night.
- - Please contact Customer Support for more information.

## **Race Admins**

- The admin command "!trackstate <pct>" will now correctly ignore skipped Sessions when executing, and apply the requested setting to the next active Session in the event.
- Fixed an issue where the Info tab does not update when an Admin uses the "!trackstate" command to change the conditions of the next session.

## **EasyAntiCheat**

- A new version of the SDK has been applied.

## **CARS:**

### **Aston Martin DBR9 GT1**

- Season setups have been updated.

### **Audi R18**

- 2019 Season 3 LMP1 BoP Adjustment: Car spec has been adjusted so the baseline speeds at which to cut deployment with the automatic algorithm are rebalanced with the updated harvesting power, and maximum harvest power, and the speed-dependent rate at which it is applied, have both been increased.
- Fixed a minor error with dynamic brake bias calculations.

### **Audi R8 LMS GT3**

- The masterswitch now correctly operates this vehicle's headlights via the cockpit view.
- Fixed aesthetic issues with the roof antennae texture and the trunk area of the vehicle.

### **BMW M8 GTE**

- Up-shift, anti-lag, and backfire sounds have been improved for exterior cameras.
- Engine sounds have been updated for cockpit cameras.
- Clutch slip noises have been added.
- Fixed an issue where the rear tire lockup lights were not displaying for the correct tire.

### **Chevrolet Corvette C6.R GT1**

- Improved backfire, ignition cut, gear shift, and engine sounds for cockpit views.
- Season setups have been updated.

### **Chevrolet Monte Carlo SS**

- Season setups have been updated.

### **Dallara DW12**

- Rev limiter and engine sounds have been improved.

### **Dallara F3**

- Lower RPM deceleration sounds have been improved.
- Fixed an issue where mirrors would sometimes not appear correctly on all Dallara F3 cars for all camera views.

### **Dallara IR18**

- This vehicle now receives the same performance boost it gets at road courses when racing on short ovals.
- Short track power has been updated to match road course power to correspond with this turbo boost change.
- The Advanced Frontal Protection (AFP) has been added to this car.
- Rev limiter and engine sounds have been improved.
- Opponent vehicles will now appear to use the correct flap and wicker settings.
- Season setups have been updated.

### **Dirt Late Model**

- (ALL) - Maximum allowable bite has been reduced from 325 lbs. to 225 lbs.
- (ALL) - The right-hand side wheel collision spheres have been adjusted slightly on opponent vehicles to prevent collisions with the ground while driving normally.
- (ALL) - A new fixed paint pattern has been added for Morton Builders.
- The previously customizable paint pattern that occupied this paint pattern slot (#4) has been moved to paint pattern slot #27.
- (ALL) - Season setups have been updated.

### **Dirt Sprint Car Non-Winged**

- (ALL) - Left-rear shock and rear tire tread parameters have been adjusted.

- (ALL) - Fixed an issue where shock adjustments could not be mapped to buttons.

- (ALL) - Season setups have been updated.

### **Dirt Street Stock**

- Engine sounds for the in-cockpit camera have been improved.

### **Dirt U.M.P. Modified**

- Season setups have been updated.

### **Ford Falcon FG V8**

- Backfire effects have been adjusted.

### **Ford GT - 2017**

- A shouting pit crew sound has been removed from the in-car idle audio.

- Volume of high RPM backfire sounds has been reduced.

### **Ford Mustang FR500S**

- Audio for engine dynamics and liveliness across the RPM range has been improved for in-car cameras.

### **Formula Renault 3.5**

- Steering wheel lights have been adjusted.

- Season setups have been updated.

### **Global Mazda MX-5 Cup**

- Exhaust crackles and ultra high frequency clatter sounds have been removed from the in-car engine sounds.

### **Holden Commodore VF V8**

- Backfire effects have been adjusted.

### **Legends Ford '34 Coup**

- (ALL) - Season setups have been updated.

### **Lotus 49**

- New backfire and gear shift sounds have been added.

### **Lotus 79**

- New backfire and gear shift sounds have been added.

### **Lucas Oil Off Road Pro Trucks**

- NEW TRUCKS!
- - The Lucas Oil Off Road Pro Trucks are now available for purchase in iRacing!
- - - This purchase includes TWO vehicles:
- - - - Lucas Oil Off Road Pro 2 Truck
- - - - Lucas Oil Off Road Pro 4 Truck
- - The Lucas Oil Off Road Pro Trucks are specially designed for Dirt Road racing.
- - - iRacing gives you the chance to drive the premier trucks in short course off-road racing! Pro 4 trucks are the biggest and baddest vehicles in the Lucas Oil Off Road Racing Series. These full-size, four-wheel drive race trucks can boast up to 900 horsepower and up to 20 inches of wheel travel. They're designed to race in some of the most rugged conditions in motorsports, flying upwards of 100 feet in the air on massive jumps, carving through the dirt in high-speed corners, and taking heavy contact from other vehicles. One thing is for certain: they're unlike any other vehicles in iRacing, except for maybe their Pro 2 counterparts!
- - - The Lucas Oil Off Road Racing Series is now available in iRacing, and the immensely popular Pro 2 truck class is along for the ride! Like their Pro 4 counterparts, Pro 2 trucks are absolute beasts under the hood, producing up to 900 horsepower. They've also got the same suspension travel as their slightly bigger brother. But with only two driven wheels and a slightly smaller wheelbase, they're not just a perfect training ground for drivers who are looking to move up to Pro 4 someday, they're a long-term home for some of the biggest names in the sport. All that adds up to some intense competition on race weekends, competition that you'll get to experience firsthand with iRacing!

### **Mazda MX-5 Cup - 2015**

- Exhaust crackles and ultra high frequency clatter sounds have been removed from the in-car engine sounds.

### **Modified - SK & NASCAR Whelen Tour Modified**

- UPDATED VEHICLES!

-- We've completely rebuilt these cars from the ground up! Any user that already owned these vehicles receives these new versions free of charge. This update includes entirely new vehicle models, new textures, and a full re-evaluation of the vehicles' physics and parameters.

-- The Modified - SK and the NASCAR Whelen Tour Modified are available as a unit; two cars for the price of one!

--- Modified - SK: SK Modified racing is one of the most popular forms of oval track racing in certain parts of America, and iRacing's updated SK Modified for 2019 brings these cars up to their latest and greatest spec. Many short track racers are happy to spend their entire careers racing these nimble, quick cars. But for drivers looking to further advance their careers, racing in large fields of high-powered, open wheeled cars provides an excellent learning experience.

--- NASCAR Whelen Tour Modified: iRacing's NASCAR Whelen Tour Modified is all new for 2019, sporting an updated body style that reflects the sport's highest spec. Sporting a roof but no fenders, a Modified Stock Car - "Modified" for short - is a unique oval-track race car. And while today's Modified is built from the ground up as a tube-frame chassis racecar and has significantly different configurations for paved or dirt tracks, the breed traces its lineage back to the very beginning of stock car racing. Light in weight and fitted with wider tires, a current Modified Stock Car is pure racer and much faster around a short oval paved track than one of NASCAR's Sprint Cup cars.

### **NASCAR Camping World Chevrolet Silverado**

- This vehicle has been retired and replaced by the NASCAR Gander Outdoors Chevrolet Silverado.

-- Any member who owned this vehicle prior to this release now owns the NASCAR Gander Outdoors Chevrolet Silverado.

-- This vehicle is now retired, and is no longer available for purchase or use within iRacing.

### **NASCAR Cup Chevrolet SS**

- This vehicle has been renamed, from the NASCAR Monster Energy Cup Chevrolet SS.

### **NASCAR Cup Ford Fusion**

- This vehicle has been renamed, from the NASCAR Monster Energy Cup Ford Fusion.
- This vehicle is now FREE and has been granted to all members!
- - Any member who purchased this vehicle after the 2017 Season 3 Release has also been granted ownership of the brand new NASCAR Monster Energy Cup Ford Mustang!

### **NASCAR Gander Outdoors Chevrolet Silverado**

- NEW TRUCK!
- - The NASCAR Gander Outdoors Chevrolet Silverado is now available for purchase in iRacing!
- - - Why race pick-up trucks? For starters, they're arguably the most popular automotive vehicle in America, with upwards of 2 million new pickups sold every year in the United States. And they're a blast to race, particularly the trucks of the NASCAR Gander Outdoors Truck Series. With 625 horsepower pushing their 3450 pounds around super speedways, ovals, short tracks and the occasional road course, NASCAR's trucks are fun to watch and challenging to drive. No manufacturer has had more fun in the NASCAR Gander Outdoors Truck Series than Chevrolet, and its Silverado is all new and updated for iRacing in 2019. The Bow Tie contingent won the series' first four manufacturer titles in 1995-98 and hasn't looked back. While other manufacturers have come (and, in some cases, gone), Chevrolet has remained committed to the world's fastest truck racing series as its teams and drivers keep racking-up race wins and series championships.
- This vehicle is a full upgrade and replacement for the NASCAR Camping World Chevrolet Silverado.
- - Any member who owned the NASCAR Camping World Chevrolet Silverado prior to this release now owns this vehicle.
- - The NASCAR Camping World Chevrolet Silverado is now retired, and is no longer available for purchase or use within iRacing.

### **NASCAR Gander Outdoors Toyota Tundra**

- This vehicle has been renamed from the NASCAR Camping World Toyota Tundra.
- A new Ilmore NTI spec engine and gears have been added, and aero has been adjusted slightly.
- Season setups have been updated.

### **NASCAR K&N Pro Chevrolet Impala**

- Season setups have been updated.

### **NASCAR Monster Energy Cup Chevrolet Camaro ZL1 - 2018**

- Aero grills will now be adjusted based on the track type, per the 2019 NASCAR rule change.
- Per updated NASCAR Monster Energy Season rules, the right-hand speedway window is now mandatory at all tracks.
- Gear ratios and limits have been updated to match latest NASCAR specs.
- Fixed an issue that could lead to a pitboard logo being in the wrong location.
- Season setups have been updated.

### **NASCAR Monster Energy Cup Ford Mustang**

- NEW CAR!
- - The NASCAR Monster Energy Cup Ford Mustang is now available for purchase in iRacing!
- - - The Generation 6 Sprint Cup Car embodies NASCAR's "Win on Sunday, Sell on Monday" heritage. After years of competing in other NASCAR levels, the Ford Mustang finally made its move to the NASCAR Cup Series for the first time in 2019, and found a home at the front of the pack right out of the gate. For more than 50 years, the Mustang has been the signature ride in the Ford stable of vehicles—a pony car that packs a punch and takes the fight to its rivals. The NASCAR Gen6 version of the car takes that fight to the next level, with a 3300 pound minimum total weight (with no less than 1600 pounds on the right side) along with carbon-fiber hoods and deck lids, and a 53" wide rear spoiler.
- Any member who purchased the NASCAR Cup Ford Fusion after the 2017 Season 3 Release has been granted ownership of this vehicle for free.

### **NASCAR Monster Energy Cup Toyota Camry**

- Aero grills will now be adjusted based on the track type, per the 2019 NASCAR rule change.
- Per updated NASCAR Monster Energy Season rules, the right-hand speedway window is now mandatory at all tracks.
- Gear ratios and limits have been updated to match latest NASCAR specs.
- Season setups have been updated.

### **NASCAR Truck Series Chevrolet Silverado - 2013**

- A new Ilmore NTI spec engine and gears have been added, and aero has been adjusted slightly.

### **Porsche 911 GT3 Cup Car (991)**

- Fixed an issue with the rear camber on opponent cars.

### **Radical SR8**

- 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**

- Aerodynamic profile has been adjusted to better match real-world data.

- V7 tire adjustments, including:

- - Tire compound and carcass curvature have been adjusted.

- - Oversteer/Understeer balance and over-the-limit behavior have been improved.

- - Minimum tire pressure has been set to 25 psi for all four tires.

- - All four tires now also have tire warmers to bring them up to 130F.

- - - The primary change to the RT2000 is the improved aerodynamic forces, particularly side force and yaw moment. The rubber conditioning, which is the softening effect of simply working (stretching) the rubber repeatedly, is not quite correct yet, but the car is in a much better place than any previous build, so we wanted to share our current improvements. The tire pressure minimum is present because the handling is more predictable and better for new drivers with the higher pressures; without a minimum, nobody would run higher pressures. The tire warmers have been added to help offset some of the still unfinished conditioning effect.

- New gear shift sounds have been added.

### **Street Stock**

- Season setups have been updated.

## **TRACKS:**

### **Atlanta Motor Speedway**

- (Rallycross Long) - Starting grid setup has been adjusted to allow all cars to hit a dirt surface at the same point.

### **Barber Motorsports Park**

- Pace Car speed has been reduced to 50 miles per hour.

- Fixed an issue where the digital digits on the timing tower were z-fighting (flickering).

### **Bristol Motor Speedway**

- All NASCAR Class A, B, and C vehicles now utilize intermediate track tires instead of short track tires on this track.

### **Chicagoland Speedway**

- Night Mode has been fully enabled at this track!

### **Darlington Raceway**

- Night Mode has been fully enabled at this track!

### **Homestead Miami Speedway**

- Night Mode has been fully enabled at this track!

- Fixed an issue with the pit speed limit message not appearing correctly when entering pit road.

### **Indianapolis Motor Speedway**

- Fixed an issue where some drivers could get stuck in their pit stalls.

### **Lanier National Speedway**

- The original track configuration here has been named "Asphalt".

### **Silverstone Circuit**

- UPGRADED TRACK!
  - - Silverstone Circuit, completely overhauled and updated, including brand new track scan data, and all new environment art assets, has been added to iRacing!
  - - This track features three configurations:
    - - - Grand Prix
    - - - International
    - - - National
  - - Get on track with the newest configuration of the “Home of British Motor Racing.” Silverstone Circuit’s current layout is one of the longest in its storied history, which includes the first-ever race of the Formula One World Driver’s Championship in 1950. Two years later, Froilan Gonzales gave Ferrari its first-ever F1 victory there, and the rest is history: in the nearly seven decades that have followed, the former World War II air base has become one of the world’s legendary motorsport venues.
- Any member who purchased the original Silverstone Circuit - 2011 track after the 2017 Season 3 Release has also been granted ownership of this brand new version of the track.

### **Silverstone Circuit - 2011**

- This track has been renamed from Silverstone Circuit to Silverstone Circuit - 2011 to make room for the newly upgraded track.
- Any member who purchased this track after the 2017 Season 3 Release has also been granted ownership of the brand new version of Silverstone Circuit.
- This track has been added to the base content of iRacing, and has been granted as FREE content to all members.

### **Sonoma Raceway**

- (Rallycross) - Additional checkpoints have been added to the up-hill sweeper to prevent drivers from cutting too far into the grass.

## **USA International Speedway**

- The original track configuration here has been named "Asphalt".

## **Wild Horse Pass Motorsports Park**

- NEW TRACK!

- - Wild Horse Pass Motorsports Park, a new Dirt Road track, is now available for purchase on iRacing!

- - - One of the most diverse racing venues in North America, Wild Horse Pass Motorsports Park hosts everything from dragsters to motorboats, and has for years been a staple of short course off-road racing with two annual stops on the Lucas Oil Off Road Racing Series calendar. The stadium-style course was built in 2008, and made its LOORRS debut two years later. The five-turn layout features a mix of sweeping corners, high-flying jumps, and full-throttle straightaways. Wild Horse Pass is also the only track on the LOORRS calendar to feature Pro 4 and Pro 2 trucks on the track at the same time, as the season-ending Lucas Oil Challenge Cup offers a five-figure grand prize to the fastest racer in short course.

## **Wild West Motorsports Park**

- NEW TRACK!

- - Wild West Motorsports Park, a new Dirt Road track, is now available for purchase on iRacing!

- - - Sparks always fly in Sparks, Nevada when the Lucas Oil Off Road Racing Series makes its annual stop at Wild West Motorsports Park. With a stunning mountain backdrop, it's one of the most visually unique tracks in short course, with a track layout to match. Wild West features four turns, two of which are proper hairpins, with four tabletop jumps, a massive drop-off jump after Turn 1, and a rhythm section before Turn 2 all designed to get the trucks into the air. Located just 10 minutes outside of Reno, it's a great place to watch a race, and an even more exciting track to drive with iRacing's new Pro 4 and Pro 2 builds!