

IRACING BETA INTERFACE:

User-Created Sessions

- Additional Sort parameters have been added to the User-Created Session grid view, to match the table view, including:
 - Car Name
 - Track Name
 - Host Name
 - Session Name
 - Pits Taken
 - Spectators
- Now, when selecting a car that has multiple models to join a session, a user now selects based on vehicle name.
- Fixed an issue where a user registering to "Watch" a Team Race, would instead register as the "Driver".
- Fixed an issue where the Spotter password input was not responding correctly.
- Fixed an issue for users with a scaled-up interface where certain columns were not being displayed.

Car Paint Templates

- Users may now download the car paint template for the selected car in the Car Paint Shop.

Leagues

- The League Sessions list now automatically refreshes.
- League Creation Date has been removed from League Search results.
- A hint has been added to inform users of the keyboard shortcut for submitting League Announcements.
- The League Session modal window now loads when navigating from a League's Sessions section.
- Fixed some League interface hiccups and polished some language for clarity.

Replays

- Users may now correctly watch Replays of unowned content.
- - However, the user must have the content in the Replay downloaded first.

Member Info

- Anniversary labels now correctly show up to the full 10 years of iRacing membership.

SIMULATION:

Rallycross Racing

- Fixed an issue with Rallycross tracks where dirt-covered asphalt was providing extra grip.

Weather

- Fixed an issue where the temperature and humidity for sessions without Dynamic Sky were being set incorrectly.

Green-White-Checkered Flag

- The spacing of the "G/W/C n/m" notification under the Yellow Flag has been adjusted.
- - The penalties group on the driving screen has also been moved down a bit so that it and the G/W/C notification do not conflict.

Lighting

- The overall environment lighting will now be dimmed based on a CPU-side cloud shadow sample for the location near the camera if real cloud shadows are not enabled on the GPU. This allows users without shadows enabled to still get an idea of the actual changing lighting conditions.
- Fixed an issue where the dark side of trees were in full shadow.

Flagman

- Adjusted the Level-of-Detail (LODs) settings to help reduce distance popping, especially for larger tracks.

Motion Blur

- Fences and other walls with transparency will now be blurred correctly.

CARS:

Lucas Oil Off Road Pro Trucks

- (ALL) - The durability of these vehicles has been upgraded slightly.
- (ALL) - Fixed an issue with the tire tread pattern for spinning tires.

NASCAR Monster Energy Cup Chevrolet Camaro ZL1 - 2018

- The Superspeedway rear spoiler has been added to this vehicle.
- - This will appear when running at Talladega and Daytona.

NASCAR Monster Energy Cup Ford Mustang

- The Superspeedway rear spoiler has been added to this vehicle.
- - This will appear when running at Talladega and Daytona.
- Fixed an issue where the interface listed this vehicle as a Chevrolet Camaro.

NASCAR Monster Energy Cup Toyota Camry

- The Superspeedway rear spoiler has been added to this vehicle.
- - This will appear when running at Talladega and Daytona.

NASCAR XFINITY Chevrolet Camaro

- Season setups for Bristol Motor Speedway have been updated.

NASCAR XFINITY Ford Mustang

- Season setups for Bristol Motor Speedway have been updated.

NASCAR XFINITY Toyota Camry

- Season setups for Bristol Motor Speedway have been updated.

TRACKS:

Silverstone Circuit

- Pit road speed limit has been reduced to 55kph.
- The gain time checkpoint at the final chicane has been adjusted to prevent course cutting.
- Adjusted the position of some grandstand objects.

Volusia Speedway Park

- Some sponsors have been updated.

Wild Horse Pass Motorsports Park

- Pit lane checkpoints have been adjusted so they do not stick out into the racing area, causing unsafe pit exit black flags.
- A bit of breathing room has been added to the high line in the final turn.
- Gain time checkpoints in the final corner have been adjusted to prevent course cutting.
- A floating crowd member has been ejected from the park for not possessing a valid ticket.
- Fixed some texture issues with the grandstands.

Wild West Motorsports Park

- Pit road speed limit has been reduced to 25mph.
- Fixed a potential course cut issue near the pit lane exit.

- A gain time checkpoint has been added on the backstretch grass to prevent course cutting.
- Multiple visual tears in the track surface have been stitched up.