

## **CHANGELOG:**

### **iRacing BETA Interface (02.03.07-beta)**

- The Home page now features an "iRacing eSports Network" tab in addition to the standard "Latest News" tab.
- - Switch to the iRacing eSports Network tab in order to watch a live broadcast from the iRacing eSports Network Twitch Stream.
- - Switch to the Latest News tab in order to view the latest articles publish by iRacing.
  
- Users may now edit their Pending User-Created Sessions!
  
- The cost to purchase a User-Created Session, displayed in the Checkout Button, now updates much more quickly whenever session length parameters are adjusted.
  
- When creating a User-Created Session, The Heat Race Details button is now replaced by a Time Limit Details button if Heat Racing is disabled.
  
- Fixed an issue where the User-Created Races list would sometimes fail to load.
  
- Fixed an issue, when creating a User-Created Session, where the Time Limit could break if Heat Racing is disabled.

### **Simulation**

- Fixed an issue that could cause zippies (excessive and unrealistic acceleration) when the wall of a tire was exactly flush with the ground.

### **Dynamic Track**

- For User-Created Sessions at Wild Horse Pass Motorsports Park and Wild West Motorsports Park, the dirt wear level will no longer be forced to reset when transitioning to subsequent session types (such as moving from Qualify to Race).
- - Official Series Sessions will continue to simulate real-world track preparation, and the track's wear level will be reset.

### **Dynamic Weather**

- The amount of ambient solar energy that may pass through clouds has been reduced slightly.

## **Spotter**

- The default iRacing spotter has had his excitement levels upgraded for some calls.
- Fixed an issue where fuel warning calls were not triggering often enough.

## **Rendering**

- Fixed an issue where vehicle windshields could appear to be missing when using Medium Shader level.

## **High-Dynamic Range (HDR) Displays**

- Display Brightness and Display Gamma have been added to the Graphics Options Screen.
- - These options are only available, and only operate, when the Simulation is actively rendering to an HDR render target (after restarting with the HDR option enabled), set via the Advanced Graphics Options.
- The HDR16F tone mapping (ST.2084) has been corrected to account for the new dynamic camera exposure changes. Color reproduction is now much more accurate across all times of day at different intensities of daylight.

## **Lighting**

- The quality of the dynamic exposure system has been improved.
- - The system now produces fewer over exposures due to cloud shadows and also better handles extraordinarily bright daylight.
- Fixed a flickering issue that could occur when cloud shadows changed rapidly.

## **Motion Blur**

- Fixed an issue that could cause the Simulation to crash when trying to load when Motion Blur was enabled.
- Fixed an issue where cones and pit crew members were extra blurry.

## **CARS:**

### **Audi R18**

- 2019 Season 3 LMP1 BoP Adjustment: Peak harvesting power has been reduced to 415 kW.

### **Dallara IR18**

- Fixed an issue where setups were not loading correctly.
- Fixed an issue where vehicle balance could shift incorrectly at Road Courses and Short Oval tracks.
- Season setups have been updated.

### **Ferrari 488 GTE**

- Fixed an issue where the hood of the car was being rendered upside-down when viewed from certain distances.

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

- (ALL) - Collision stiffness and damping have been increased slightly.
- (ALL) - Tire branding has been adjusted.

### **Modified - SK**

- Reduced the likelihood of a following car lifting a lead car over itself in a rear-end crash.
- Scrub radius has been reduced in order to minimize the likelihood of steering oscillations at low speeds.

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

- The rollbar may now be customized through custom paint schemes.
- Windshield tear-off tabs may now be customized through custom paint schemes.
- Fixed an issue where the engine cooling at superspeedway tracks was too high.
- Season setups have been updated.

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

- The superspeedway window should now be visible when appropriate.
- Fixed an issue where the engine cooling at superspeedway tracks was too high.
- Season setups have been updated.

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

- Stamped decals have been adjusted to provide more freedom for users who choose to use customized paint schemes.

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

- Fixed an issue where the engine cooling at superspeedway tracks was too high.

### **NASCAR Truck Series Chevrolet Silverado - 2018**

- Partially fixed an issue where Replays using this retired vehicle were unviewable.
- - Users may once again load and view saved replays containing this vehicle via the classic Membersite.
- - - If the Replay informs you that you require updates for this vehicle, but your Simulation is entirely up to date, delete the "version.txt" file located in this vehicle's installation directory (\iRacing\cars\trucks\silverado2015\), and then download the Optional Update that appears.
- - Currently, Replays containing this vehicle will not appear in the iRacing BETA Interface.

### **NASCAR Whelen Tour Modified**

- Reduced the likelihood of a following car lifting a lead car over itself in a rear-end crash.
- Scrub radius has been reduced in order to minimize the likelihood of steering oscillations at low speeds.

### **Skip Barber Formula 2000**

- Fixed a Simulator error crash that could trigger while driving this vehicle.

## **TRACKS:**

### **Bristol Motor Speedway**

- Camera flashes have been spotted at this track!

### **The Bullring**

- Fixed the overly-yellow tint of the stadium lights at this track.

### **Charlotte Motor Speedway**

- Camera flashes have been spotted at this track!

### **Charlotte Motor Speedway - 2016**

- Camera flashes have been spotted at this track!

### **Chicagoland Speedway**

- Camera flashes have been spotted at this track!

### **Darlington Raceway**

- Camera flashes have been spotted at this track!

### **Daytona International Speedway**

- Camera flashes have been spotted at this track!

### **Daytona International Speedway - 2007**

- Camera flashes have been spotted at this track!

### **Homestead Miami Speedway**

- Camera flashes have been spotted at this track!

### **Kokomo Speedway**

- Camera flashes have been spotted at this track!
- This track has been reoriented so that north is now the correct direction.

### **Limaland Motorsports Park**

- Camera flashes have been spotted at this track!

### **Nürburgring**

- Camera flashes have been spotted at this track!

### **Richmond Raceway**

- Camera flashes have been spotted at this track!

### **Silverstone Circuit**

- Some missing curbs have been added.
- Several gain-time checkpoints have been relaxed.

### **Wild Horse Pass Motorsports Park**

- Fixed an issue where the white barriers on the inside of corners were disappearing at Low Detail levels.
- Ads have been updated.

### **Wild West Motorsports Park**

- Fixed an issue where drivers were using pit road for faster lap times.

- The pit lane now features its own set of checkpoints to prevent course cutting.
- Ads have been updated.