

IRACING BETA INTERFACE - 02.03.14-beta

General

- Several large components of the iRacing BETA Interface have been optimized for even faster performance and responsiveness.
- - These upgrades touch the Series, Cars, and Tracks data. Anywhere these components are used should be even faster than before.

- The window focus behavior for when a user exits a Session has been adjusted.
- - This should fix an issue where some users have had the iRacing BETA Interface window appear over the Simulation window while in a Session.

- The position of the iRacing BETA Interface window on the screen will now be restored when a SIM session is exited.

- The style of the splash image has been adjusted.

Home

- Video thumbnails have been disabled.

- The layout and legibility for the News tab has been improved.

- Fixed an issue where news images would sometimes fail to load.

User-Created Sessions

- The Create a Race Wizard has leveled-up his performance and speed.

- The reliability of the "Last Settings" button has been improved.

- A friendly message has been added when a user tries to purchase a Session, but the transaction can not be completed due to a lack of funds.

- Fixed an issue when creating a Hosted Session where adjusting the fuel limit or weight penalty for a car class erases all other car classes selected for the Session.

- Fixed an issue where the selected Car Classes would not be remembered when using a saved Session.

- Fixed an issue when creating a Hosted Session that was not allowing the user to select Fixed Setups for an Open Practice.

Leagues

- Distant pending League Sessions are now displayed using the number of days until the event, instead of hours.
- Creating a new League Season no longer causes an error after it is created.
- A declined League invite will no longer remain as pending.

Replays

- Pagination has been added to the Replays page.
- - All Replays on a user's system are now available within the iRacing BETA Interface.
- - 25 Replays are displayed on each page, and a user may navigate to and from any desired page.

Paint Shop

- The color picker is now separate from the number preview area. The number preview is now easily displayed next to the car image.
- A "Back" button has been added to this window.
- Tooltips have been added for the car number font alignments.
- An error message is now displayed when a user is not allowed to paint cars because a Session is running.

SIMULATION:

User-Created Races

- The prices for hosting a User-Created Race have been rebalanced slightly to ensure longer races receive a greater discount.
- - The price of a User-Created Race is now calculated as follows (in USD):
- - - 50 cents per hour, with a cumulative 5 cent per hour discount applying every 4 hours.

Dynamic Track

- The effectiveness of the track surface angle of dirt bankings has been reduced slightly.

Spotter

- Fixed a grammar issue in a spotter message.

Green-White-Checkered Flag

- A green-white-checkered finish is now still triggered if the white flag is flying, but no cars have yet started their final lap.

High-Dynamic Range (HDR) Displays

- The minimum value on Display Brightness has been set to 0%.
- - This fixes an issue where users could set their brightness to a negative value, and get stuck in the Dark World, unable to see the interface to adjust the value again.
- Tooltips for the Brightness and Gamma Graphics Options have been updated.

Crowds

- Fixed an issue where a ghostly camera jib could sometimes be seen.

Visual Effects

- Particle counts and behavior have been adjusted.
- - Performance should be improved, especially in worst-case-scenarios.
- Dirt particle effects have been adjusted for loose dirt areas and the cushion.
- The amount of sparks generated from crashes has been reduced.

Motion Blur

- Motion blur intensity has been reduced for all in-car cameras.
- The intensity of the motion blur effect has been reduced slightly for the Low setting.

- Fixed an issue where cockpit cameras could sometimes have too much motion blur.

Paint Shop

- A new sponsor, DIRTVision, has been added to the Paint Shop.

Controllers

- The Fanatec version 3.9 API has been integrated.
- Some issue with Fanatec wheel displays have been fixed, including:
 - - Shift lights should now properly go from left to right.
 - - - If the indicator appears reversed, a Fanatec driver update is needed.
 - - OLED displays should now properly show reverse and neutral.
 - - Square brackets have been added to the display to indicate when it is time to shift for wheels that lack a full shift indicator.
 - - The gear indicator now only blinks if the shift indicator is blinking.
- Fanatec shift lights have been adjusted so they are more accurate to the in-Sim dashboard.

CARS:

Dirt Late Model

- The fixed Sears/Craftsman paint scheme has been removed.

Dirt Sprint Car

- (ALL) - Opponent car ride heights have been adjusted to keep the right-front tire above the track surface in Replays.
- The fixed Sears/Craftsman paint scheme has been removed.

Dirt Sprint Car Non-Winged

- (ALL) - Adjustments have been made to aerodynamics, tires, and rear shocks.

- (ALL) - Season setups have been updated.

Formula Renault 3.5

- Wheel shift lights have been adjusted so they are more accurate to the car dashboard.

Lucas Oil Off Road Pro Trucks

- (ALL) - A brand new Road Course setup has been added to these vehicles.

- (ALL) - Underdrive gear ratios have been updated to include a full range of taller gear options for use at road courses: 1.09, 1.14, 1.18, 1.22, 1.27.

- - With this change, users must re-select a desired underdrive ratio.

- (ALL) - A 4:1 steering box option has been added.

- (ALL) - Rev limiter sounds have been improved.

- (ALL) - Fixed an issue with the steering wheel RPM lights.

Modified - SK

- Oil cooling rate has been increased slightly.

- Season setups have been updated.

NASCAR K&N Pro Chevrolet Impala

- The items present on the car decals texture have been adjusted for custom paints.

- NASCAR Peak Series sponsorship has been removed from the windshield banner.

NASCAR Whelen Tour Modified

- Season setups have been updated.

TRACKS:

The Bullring

- Camera flashes have been spotted at this track!

Charlotte Motor Speedway

- (Roval Long) - A few shortcuts have been blocked.

Circuit des 24 Heures du Mans

- Camera flashes have been spotted at this track!

Circuit de Spa-Francorchamps

- Camera flashes have been spotted at this track!

Daytona International Speedway

- Fixed a gap in the fences at T1.

Daytona International Speedway - 2007

- (Rallycross Long) - The Start/Finish truss has been realigned with the actual Start/Finish line.

Detroit Grand Prix at Belle Isle

- Fixed an issue where a painted line created transparency in the ground.

Five Flags Speedway

- Camera flashes have been spotted at this track!

ISM Raceway

- Camera flashes have been spotted at this track!

Langley Speedway

- Camera flashes have been spotted at this track!

Lanier National Speedway

- Camera flashes have been spotted at this track!

Myrtle Beach Speedway

- Camera flashes have been spotted at this track!

New Smyrna Speedway

- Camera flashes have been spotted at this track!

Silverstone Circuit - 2011

- (ALL) - The last two pit stalls have been removed since they are challenging to enter.

Sonoma Raceway

- (Rallycross) - Additional gain time checkpoints have been added along the hill to try keep racers on track.

South Boston Speedway

- Camera flashes have been spotted at this track!

Southern National Motorsports Park

- Camera flashes have been spotted at this track!

USA International Speedway

- Camera flashes have been spotted at this track!

Wild West Motorsports Park

- The color of tire marks on the track surface have been adjusted slightly.