

## **IRACING BETA INTERFACE - 02.03.27-beta**

- Fixed an issue where users were unable to edit pending User-Created Heat Racing Sessions.
- Fixed an issue when creating a User-Created Heat Racing Session where the price of the Session was not updating properly when the configuration changed.

## **SIMULATION:**

### **Simulation**

- Log files generated by the iRacing BETA Interface will now be generated in the "logs" folder within the My Documents / iRacing / directory.
- Fixed an issue where the iRacing BETA Interface would not be properly restored to the correct size and position when exiting the Simulation.
- Fixed a rare issue where the iRacing BETA Interface would sometime take focus away from the Simulator while it was running.

### **Green-White-Checkered Flag**

- The current Green-White-Checkered Flag (G/W/C) caution period will not be concluded until the Green Flag flies.
- - This means that if the current caution period gets extended, after having decided to go green but not yet actually having done so, the current G/W/C period will remain active and will continue to extend the race.

### **Dirt Racing**

- The calculations used for determining surface normal perturbations have been adjusted.
- - This should reduce the effectiveness of built-up bankings slightly.

### **Rendering**

- Significantly improved the dynamic shadow map quality for cars on TV cameras, and in general.
- - The dynamic shadow maps are now allocated to the scene in a more optimal fashion, improving the shadow quality where the camera is focused by removing shadows from other areas that often were not even fully visible.

## **Peripherals**

- Fixed an issue where a Razer Chroma keyboard could stall the iRacing Simulation.
- Square bracket shift indicators will now be displayed on the Fanatec OLED displays when it is time to shift when shift lights are disabled.

## **CARS:**

### **Ford GT - 2017**

- A missing gear ratio has been added to the list of 6th gear options.

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

- A new glass shader for the speedway window has been added.

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

- NASCAR branding on the A pillar and B pillar have been updated.

## **TRACKS:**

### **Charlotte Motor Speedway**

- (Legends RC Oval Long) - Barricades have been added so that the pits may not be entered at Turn 2.

### **Detroit Grand Prix at Belle Isle**

- Fountain water textures have been adjusted.