This season release includes FIVE new cars, TWO new tracks, V7 Tires for some cars, and a Beta-Test version of the New Damage Model for the Skippy. We have also added FIVE foreign language spotter packages, rendering and audio improvements, and a chassis-load of other enhancements to make iRacing the most realistic simulation on the market.

Some highlights include:
• Audi RS 3 LMS
• NASCAR XFINITY Chevrolet Camaro - 2019
• NASCAR XFINITY Ford Mustang - 2019
• NASCAR XFINITY Toyota Supra
• Lucas Oil Off Road Pro 2 Lite (FREE!)
• Kia Optima (now FREE!)
• Circuit de Barcelona-Catalunya
• Fairbury Speedway
• Friends List for the iRacing BETA Interface
• Consolidated and updated the Block/Blacklist
• V7 Tires have been added to a select set of vehicles
• Beta-Test version of the New Damage Model for the Skip Barber Formula 2000
• New layered track temperature modeling
• HDR Rendering linear format lighting
• Lens/Solar Flare effect
• A set of new crash sounds
• A set of new flagman animations
• French Spotter Package
• German Spotter Package
• Italian Spotter Packages
• Portuguese Spotter Package
• Spanish Spotter Package
• Much more!

Full 2019 Season 4 Release details are below.

IRACING BETA INTERFACE:

iRacing BETA Interface (02.03.42-beta)

- The Friends List feature has been added to the iRacing BETA Interface!
- - You can view your Friends List by clicking on the small tab at the bottom-right corner of the iRacing BETA Interface. The Friends List is divided into several distinct sections, including: Friends, Requests, and Blocked.
- - The Friends section includes all members whom you are Following, and/or with whom you are

Friends.
- - The Requests section includes all members whom you have invited to be your friend, and members whom have invited you to be their friend.
- - The Blocked section includes all members whom you have decided to blacklist.
- - - Each section is sorted alphabetically, and is super-sorted by other factors, such as Online status, Following, and Favorite (Star) for ease of use.
- - - Clicking on a member name for each list type provides you with several list-sensitive actions, such as: View Profile, Request Friend, Follow, Unfollow, Accept Friend, Cancel Friend Request, Block, Unblock, or Join Session.
- - - Each entry in your Friends List also informs you as to what that Friend is doing at the moment, including; Offline, Idle, or Racing. The Friends List can also let you know when they were last online.
- - - - For a Friend in a Session, you can jump into the same Session with them, provided you meet all the event criteria, using the Friends List!
- - A Search box at the bottom of the Friends List can help you find new friends, new members to follow, or quickly find the person you are looking for in your own expansive Friends List.
- - Members may now hide their Online Status (ie: appear Offline) from other members, by using an option in the Friends List settings menu.
- - A member may now enable an option that disables ALL incoming Friend Requests. With this option enabled, this member may still send Friend Requests.
- - A member that has Blocked you, or has disabled ALL incoming Friend Requests, may not be sent a Friend Request. You will receive an alert message if this is attempted.

- Your iRacing funds balance is now displayed in the iRacing BETA Interface near the top-right corner. Clicking on it provides easier access to the membersite to add additional funds.

- The official iRacing Twitter feed is now embedded on the Home page.

- Your locally installed setups for each selected car will now be listed in the iRacing BETA Interface when you choose to use Fixed Setups for a Session. You can then optionally upload setups to iRacing, for use by others in the Session. You can also delete any previously uploaded Setups.

- A member's membership duration is now proudly displayed in the member's profile.

- Various Up Next/Current Series updates and fixes, including:
- - For the table view, the License Category of an event is now displayed within the License tooltip.
- - For the table view, Series logos are now always visible.
- - Inside the Tags dropdown menu, clicking on a tag's row now toggles the switch for that tag instead of requiring the user to click directly on the switch.
- - Countdown timers for events now have consistent and improved black styling. When a countdown is within 10 minutes of starting, or has started and may be joined (ie: Practice), it now has a white outline.

- Various Leagues updates and fixes, including:
- - League Owners and Admins can now set the League Owner's Nickname and Preferred Car Number.
- - League Owners and Admins can now delete Sessions from a League Season.

- - When creating a League, the cost is now displayed with any applicable purchase taxes pre-calculated.
- - The League Search modal window now remembers search criteria between searches, meaning you will no longer lose your search results if you inspect a League, and then go Back to browsing those results.

- For Time Attack, when you want to drive against someone in the Standings, this button now appears if the Time Attack Competition only has one track.

- Fixed an issue that could occur where viewing certain Results pages that caused the interface to enter an unusable state.

- Fixed an issue for the table view in My Teams where the Team Created Date was always today.

- A set of brand new background images have been added for the 2019 Season 4 Release.

iRACING SIMULATION:

Membersite

- The Blacklist functionality has been consolidated and updated.
- - The separate list for banned (ignored) spotters and the Blacklist have been merged into a single list. The control in the Settings panel for managing ignored spotters still works, but now shows this combined blacklist, and any changes are reflected in the blacklist available from the myRacers page (and vice-versa).

- The effects of blacklisting have been expanded. Blacklisted users:
- - Cannot spot for you.
- - Cannot join a session hosted by you.
- - Cannot apply to a Team you own, though they can still be invited.
- - Cannot apply to a League you own, though they can still be invited.
- - Cannot send you a friend request. When blacklisting a current friend, that user is automatically un-friended.
- - Cannot view your online status.

- A new option has been added to the iRacing membersite Settings panel that, when enabled, blocks ALL incoming Friend Requests from all Members. You are still able to send outgoing Friend Requests with this option enabled.
- - This option is also natively available in the iRacing BETA Interface, via the new Friends List.

- The iRacing Membersite now features a Live Chat feature, as another way to contact Customer Support.
- - You can find the Live Chat widget located in the bottom-right corner of the Membersite.
- - - Clicking on the Live Chat widget will initially connect you to a BOT, who will gather some required

information such as email address. Customer Support will then respond as available - if not immediately, then via email.

- Fixed an issue where the tracks for an Official Series' current, previous, and next weeks must all be updated to be able to join a session in that Official Series.
- - Now, each Session only requires the correct track for the correct week to be up-to-date. The "Test Car on Track" button in the Race panel will only switch to "Get Required Updates" if the content listed in the Race panel is not up-to-date, or there are system updates required.

Windows 7 SP1

- This is a reminder that Microsoft will be ending support for Windows 7 on January 14th, 2020. At that time, iRacing will no longer support accessing the Membersite or running the Simulation on the Windows 7 operating system.
- - If you have questions or concerns, feel free to contact Customer Support at support@iracing.com.

Store

- Fixed an issue where disabled or unavailable store items were counting towards the 100% Club Discount requirement.

Cars

- Some older vehicles that currently do not have an active Official Series have had their names prepended with "[Archive]" to denote this status.

Simulation

- Fixed a bug where having an out-of-date intermediate content package (eg: "/tracks/charlotte") when using a piece of content inside that package's directory (eg: "/tracks/charlotte/2018/oval") would cause an Error 72.

Dynamic Track

- A new track temperature model has been added to the Simulation!
- - This upgraded model now utilizes multiple layers beneath the ground to track temperature and moisture, as well as simulating three days of weather prior to an event start time for generating the track initialization. This track model also continues to run and generate data that will be used for additional sessions if there is a skip between sessions. The multi-layer approach means that

temperature on the surface will behave more realistically. Also included is a more accurate interaction between water and temperature, which can result in the track being cooler than the ambient air temperature if the conditions are right.

- - The end result compared to the previous Dynamic Track model should be that temperatures will likely be cooler in the morning and early afternoon, and warmer in the late afternoon. With the previous system, as the sun sets, the track temperature cools rapidly with the incoming solar energy gone. With this new model, the heat that is built up (especially if the skies have been clear) in the layers of earth below will work its way back up and warm the surface. Similarly, built-up heat from cars will last longer if a lot of laps have been driven. The layers allow a realistic recording of history that the old model simply could not.

- - Think especially about a very short, mild rain shower -- in the old model, the track temperature would plummet and never come back up, even after all the water was gone. With the new model, heat is retained in the lower layers and the surface may regain some of the lost temperature.

- - Also significant, when a session starts, the track temperatures are no longer calculated using the cloud conditions at the session start time. This meant if a session happened to start with the sun obscured, the track would have been unrealistically cool. In the new model, if the sun is out most of the time leading up to that moment, that will be captured and the track will still be hot but cooling off.

- The effectiveness of using a dirt cushion has been reduced.

V7 Tires

- The following vehicles now utilize V7 Tires:
- - Aston Martin DBR9 GT1
- - Audi RS 3 LMS
- - Chevrolet Corvette C6.R GT1
- - Dallara F3
- - NASCAR K&N Pro Chevrolet Impala
- - Skip Barber Formula 2000

- A lot of work has been done on improving the modeling of the tread rubber compound for this release. We have been testing on more cars than the original Skip Barber Formula 2000, which is helping us to dial the tread compounds in. The vehicles for which we have added V7 Tires represent cars with a wide variety of tire constructions and compounds, and this will help us plan for the future.

- Temperature spreads across the tire are more accurate, although carcass probe temperatures read higher than they should, generally. This is because they are reflecting temperatures deeper into the tire than would be typical for a tire probe.

New Damage Model

- The New Damage Model is now available in a Beta-Test version for the Skip Barber Formula 2000!

- The New Damage Model system includes major changes to improve both collision and damage.

- The New Damage Model is currently only active when all vehicles in a Session have these required updates. In all other circumstances, the session will run using the classic damage system.

- The New Damage Model includes the following improvements:
- - Collision shapes now closely match the vehicle shape and dimensions, and can deform appropriately when damaged.
- - Damage due to impacts can loosen and even detach some vehicle parts.
- - Wheel impacts can bend suspension, damage spring dampers, and break hub attachment points.
- - Wheels can hang from remaining attachment points or detach entirely.
- - Detached parts and wheels can impact and damage other vehicles. The parts will remain on track until they are out of a drivers' sight, when they will be cleared away.
- - Vehicle wheel on wheel contact is more accurate and considers wheel spin and friction appropriately.
- - All collisions with the track surfaces and environmental objects are now using a high resolution collision mesh.
- - Impacts against detached car parts and wheels do not count toward incident penalties.
- - Visual effects for debris and scrapes have been added and improved to support the New Damage Model.
- - Sound effect processing for impacts and scrapes has been improved to support the New Damage Model.

- Please keep in mind, this very complicated feature remains under development, but we wanted to share our progress with you, and get your feedback on the system. For normal racing and in light to moderate contact conditions, drivers should expect the system to behave appropriately. High-speed vehicle on vehicle impacts are in need of some further development. Please feel free to experiment, and let us know what you think. And have fun!

Pit Stops

- NASCAR pit stop time deviation has been reduced slightly.

Rendering

- High-Dynamic Range (HDR) Rendering modes now use a linear format render target instead of a gamma encoded render target.
- - The linear formats support mathematically correct additive lighting which improves the accuracy of things like brake lights, back fires, windshield reflections, glow and bloom effects, and many other items which cannot work correctly with a gamma encoded render target. Many of these items have since also been adjusted to take advantage of the linear format improvements.

- Improved the accuracy of the default gamma encoding/decoding in the DX11 shaders for better color reproduction and contrast.

- The Simulator now supports launching directly in windowed HDR16F modes on HDR10 displays.
- - If HDR is enabled in the Graphics Options, and the Simulator is launched in windowed mode, it now checks the color space of the adapter output (the display) to see if it is HDR10. If so, it will launch using an HDR16F swap chain directly. Previously, one had to launch full-screen and then Alt-Enter back to a window to use windowed modes on HDR displays. If you have multiple monitors, it will check the adapter output that was specified during the graphics Auto-Configuration (see adapterIdx in app.ini or re-run the autoconfig to select/change the monitor to check).

- For Advanced Graphics Options, the video memory maximum footprint has been increased to 8GB (previously 4GB), and the system memory maximum footprint has been increased to 16GB (previously 8GB).
- - Please note that the auto-configuration utility will still not recommend utilizing over 4GB of video memory.

- A custom lens flare/bloom effect has been added to the solar disk (the Sun) via a post process step.

- Improved the environmental reflections in shadow coverage.

- Further improved the ambient light calculations for vehicle cockpits.

- The dynamic shadow map system was altered for cockpit camera views to attempt to work around the flickering shadow maps that a few customers were experiencing.

- Adjusted the brightness of haze/fog so that it is proportional to the world's illumination levels.

- Additional objects have been converted from using older shaders to the newer physically based versions of the shaders, including track cones which were suffering strange specular artifacts.

- Backfire effects have been updated and now emit HDR lightmaps for different appearance at night vs. day.

- Stadium lights and headlights have been adjusted to work better with HDR linear render target.

- Headlight flare\bloom effects have been updated for HDR linear render target formats.

- Internal windshield reflections have been updated for HDR linear render target formats.

- Camera flashes have been updated for HDR linear render target formats.

- Smoke textures and shader colors have been updated for HDR linear render target formats.

- HDR bloom effects have been replaced with a more effective version.

- Cameras affixed to the outside of a vehicle now have their motion blur amount capped at the same value as the interior car cameras.

- Fixed an issue with flickering dynamic shadow maps for cameras with a Field of View (FOV) larger than 165 degrees.

- Fixed an issue where some car shadows (the drop shadows under the car that mimic ambient occlusion) could appear to have jagged edges.

- Fixed an issue with motion blur where tire barriers would appear to have a halo effect when dust was nearby.

Audio

- A brand new set of crash, bash, pop, bang, and scrape sounds have been added and enabled for the New Damage Model.

- Sounds for tires rolling on asphalt have been improved.

Flagman

- A large variety of flagman animation updates have been completed for the following tracks:
- - Daytona International Speedway (ALL)
- - Las Vegas Motor Speedway (ALL)
- - Martinsville Speedway
- - Michigan International Speedway
- - New Hampshire Motor Speedway - Oval
- - ISM Raceway - Oval
- - Pocono Raceway
- - Richmond Raceway
- - Sonoma Raceway (ALL)
- - Talladega Superspeedway
- - Texas Motor Speedway (ALL)
- - Watkins Glen International (ALL)

Pace Car

- New window glass shaders have been applied to all of the Pace Cars and the Pace Truck.

Spotter

- A brand new French Spotter Package has been added!

- A brand new German Spotter Package has been added!

- A pair of brand new Italian Spotter Packages have been added!
- - Many thanks to both Marco Arcidiacono and Renzo A. Olivieri for their help with this package!

- A brand new Portuguese Spotter Package has been added!
- - Many thanks to Guto Colvara for his help with this package!

- A brand new Spanish Spotter Package has been added!

- Audio samples for the "Aussie" Spotter Package have been updated.

- Audio samples for the "TJ and Steve" Spotter Package have been updated.

Paint Shop

- A new sponsor has been added to the Paint Shop!
- - Jim Beaver eSports is now available as a sponsor in the Paint Shop.

Controls

- A second clutch is now available for use with all applicable vehicles.

Controllers

- Force feedback now slowly ramps up after entering the car to prevent DD wheels from snapping around.

- A new Fanatec API has been integrated.

- A new Logitech API has been integrated.

- Support has been added for mapping triggers individually for the latest wireless XBOX One controller with Windows 10 adapter.

Virtual Reality Headsets

- Fixed an issue where the Oculus Rift or other OpenVR headset stops rendering the track viewports when certain combinations of graphics options are active (such as Post Processing without HDR).

Loading Screen

- Some new loading screens have been added.

- Fixed an issue where the loading image was not scaling correctly if the aspect ratio was not square.

CARS:

Aston Martin DBR9 GT1

- This vehicle now utilizes the V7 Tire Model!

- Anti-Roll Bars are now adjustable.

- Baseline setup has been updated.

Audi R18

- 2019 Season 4 LMP1 BoP Adjustments:
- - Re-fuel rate has been adjusted so it is equal to other LMP1 vehicles.
- - Maximum regeneration power has been set to 400 kW.

Audi R8 LMS GT3

- 2019 Season 4 GT3 BoP Adjustments:
- - Weight has been slightly reduced.
- - Aero drag has been increased slightly.
- - Front tire toe adjustments have been constrained to toe out only.
- - Rear tire toe adjustments have been constrained to toe in only.

Audi RS 3 LMS

- NEW CAR!

- - The Audi RS 3 LMS is now available for purchase!
- - - TCR racing has exploded in popularity around the world over the past few years, and the Audi RS 3 LMS has proven to be one of the class's most popular cars. Utilized by drivers on four continents, the RS 3 LMS found success quickly after its debut and was voted "TCR Model of the Year 2018" among vehicles from 12 manufacturers. Light and quick, the Audi RS 3 LMS produces up to 350 horsepower from its turbocharged two-liter powerplant. Sequential shifting and a quick 0-60 time mean that this front-wheel drive touring car produces plenty of exciting action, no matter where or when it's racing.
- - Add the Audi RS 3 LMS to your garage, by purchasing it from the iRacing store here: https://members.iracing.com/membersite/member/CarDetail.do?carid=112

- This vehicle utilizes the V7 Tire Model!

BMW M8 GTE

- 2019 Season 4 GTE BoP Adjustments:
- - Weight has been moderately increased.
- - Engine power has been increased slightly.
- - Fuel consumption rate has been increased slightly.
- - Aero drag has been reduced at low wing angles.

Chevrolet Corvette C6.R GT1

- This vehicle now utilizes the V7 Tire Model!

- Aerodynamics have been adjusted slightly.

- Baseline setup has been updated.

Chevrolet Monte Carlo SS

- Fixed an issue where the cockpit was not using the correct materials when damaged.

- Season setups have been updated.

Dallara DW12

- Oil cooling rate has been increased by 10%.

Dallara F3

- This vehicle now utilizes the V7 Tire Model!

- The yield limit for the sidepod collisions has been increased by 50%.
- - This should eliminate floor and sidepod damage from small impacts, such as curbs at Mosport.

- Season setups have been updated.

Dallara IR18

- Engine parameters have been adjusted so that it heats up more quickly with abuse during cautions, increasingly the likelihood of engine failure.

- Oil cooling rate has been increased by 10%.

- Lumirank panels have been replaced by the roll hoop number panels to match the real world vehicle.

- Season setups have been updated.

Dirt Late Model

- (Super) - The aerodynamics of this vehicle are now slightly more affected by vehicle pitch.

- (ALL) - Vehicle softshadow edges have been adjusted slightly.

Dirt Midget

- Front tire tread pattern has been adjusted slightly.

Dirt Sprint Car

- (ALL) - Opponent car ride heights have been adjusted to keep the right-front tire above the track surface in Replays.

- (410) - Season setups have been updated.

Dirt Sprint Car Non-Winged

- (ALL) - Tire tread pattern and rear suspension geometry have been adjusted.

- Season setups have been updated.

Dirt Street Stock

- Season setups have been updated.

Ferrari 488 GT3

- 2019 Season 4 GT3 BoP Adjustments:
- - Aero drag has been slightly increased.
- - Fixed an issue with aero drag downforce at Circuit des 24 Heures du Mans.

Ferrari 488 GTE

- 2019 Season 4 GTE BoP Adjustments:
- - Aero drag has been slightly increased at low wing angles.

Ford GT

- This vehicle has been converted to use GGX shaders.

Ford GT - 2017

- 2019 Season 4 GTE BoP Adjustments:
- - Weight has been slightly decreased.
- - Aero downforce has been slightly increased at low wing angles.
- - Brake sensitivity has been reduced slightly to prevent lockups at low pedal travel/pressure values.

Kia Optima

- This vehicle has been granted to all users, as new default content!
- - The Kia Optima is now considered part of the iRacing default content, and is granted to all users, current and future, for free.

Lucas Oil Off Road Pro 2 Lite

- NEW VEHICLE!
- - The Lucas Oil Off Road Pro 2 Lite has been added as new default content for iRacing, and has been granted to all members for free!
- - - Get a taste of everything the Lucas Oil Off Road Racing Series has to offer on iRacing with the Pro 2 Lite! This truck is built exactly like the real-world Pro 2 that competes in LOORRS, but with reduced horsepower to help you make your transition to short course off-road racing and learn the ins and outs of controlling these trucks. Lucas Oil Off Road Racing Series trucks feature massive suspension travel, are built to traverse heavily rutted dirt and huge jumps, and can withstand heavy contact from other competitors. The biggest difference between the signature Pro 4 and Pro 2 classes is the amount of driven wheels. Pro 2 trucks are rear-wheel drive vehicles, presenting a unique set of challenges for drivers. Careful throttle control is the key to fast lap times.

Lucas Oil Off Road Pro Trucks

- (ALL) - Minimum fuel level has been set to 2.0 gallons.

Modified - SK

- The position of opponent car wheel hubs have been adjusted.

NASCAR K&N Pro Chevrolet Impala

- This vehicle now utilizes the V7 Tire Model!

- Fixed an issue where the front headlight decal was clipped from the texture file.

- The lower grill decal texture has been moved to the "car_decal" texture layer.

- Season setups have updated.

NASCAR Whelen Tour Modified

- The position of opponent car wheel hubs have been adjusted.

NASCAR XFINITY Chevrolet Camaro - 2019

- NEW CAR!
- - The NASCAR XFINITY Chevrolet Camaro - 2019 is now available for purchase and use!
- - - The NASCAR XFINITY Chevrolet Camaro is the final step on the stock car ladder to the NASCAR Cup

Series Chevys, Fords and Toyotas raced in the NASCAR iRacing.com Class A Series, the NASCAR iRacing Series and the eNASCAR PEAK Antifreeze Series Powered by iRacing.com. The Camaro has been updated with an all-new build reflecting the car and its performance in the 2019 NASCAR XFINITY Series season. Like its NASCAR XFINITY Series counterpart, the Camaro is powered by a 358 cu in (5.8 liter) pushrod V8 putting out 650-700 hp (450 hp with restrictor plates) and sports non-adjustable nose "splitters" and rear spoilers along with a variety of safety features including double frame rails aligning with front and rear bumpers to improve protection in side impacts.

- - Add the NASCAR XFINITY Chevrolet Camaro - 2019 to your garage, by purchasing it from the iRacing store here: https://members.iracing.com/membersite/member/CarDetail.do?carid=114

- Any user who purchased the car previously known as the NASCAR XFINITY Chevrolet Camaro within the past 24 months has been automatically granted this vehicle for free!

NASCAR XFINITY Ford Mustang - 2019

- NEW CAR!
- - The NASCAR XFINITY Ford Mustang - 2019 is now available for purchase and use!
- - - The NASCAR XFINITY Ford Mustang is the final step on the stock car ladder to the NASCAR Cup Series Chevys, Fords and Toyotas raced in the NASCAR iRacing.com Class A Series, the NASCAR iRacing Series and the eNASCAR PEAK Antifreeze Series Powered by iRacing.com. The Mustang has been updated with an all-new build reflecting the car and its performance in the 2019 NASCAR XFINITY Series season. Like its NASCAR XFINITY Series counterpart, the Mustang is powered by a 358 cu in (5.8 liter) pushrod V8 putting out 650-700 hp (450 hp with restrictor plates) and sports non-adjustable nose "splitters" and rear spoilers along with a variety of safety features including double frame rails aligning with front and rear bumpers to improve protection in side impacts.
- - Add the NASCAR XFINITY Ford Mustang - 2019 to your garage, by purchasing it from the iRacing store here: https://members.iracing.com/membersite/member/CarDetail.do?carid=115

- Any user who purchased the car previously known as the NASCAR XFINITY Ford Mustang within the past 24 months has been automatically granted this vehicle for free!

NASCAR XFINITY Toyota Supra

- NEW CAR!
- - The NASCAR XFINITY Toyota Supra is now available for purchase and use!
- - - The NASCAR XFINITY Toyota Supra is the final step on the stock car ladder to the NASCAR Cup Series Chevys, Fords and Toyotas raced in the NASCAR iRacing.com Class A Series, the NASCAR iRacing Series and the eNASCAR PEAK Antifreeze Series Powered by iRacing.com. The Supra has been updated with an all-new build reflecting the car and its performance in the 2019 NASCAR XFINITY Series season. Like its NASCAR XFINITY Series counterpart, the Supra is powered by a 358 cu in (5.8 liter) pushrod V8 putting out 650-700 hp (450 hp with restrictor plates) and sports non-adjustable nose "splitters" and rear spoilers along with a variety of safety features including double frame rails aligning with the front and

rear bumpers to improve protection in side impacts.
- - Add the NASCAR XFINITY Toyota Supra to your garage, by purchasing it from the iRacing store here: https://members.iracing.com/membersite/member/CarDetail.do?carid=116

- Any user who purchased the car previously known as the NASCAR XFINITY Toyota Camry within the past 24 months has been automatically granted this vehicle for free!

Nissan GTP ZXT

- Season setups have been updated.

Porsche 911 GT3 Cup Car (991)

- In-car engine sounds have been improved.

- New backfire sounds have been added for off-throttle, gear shifts, and ignition cuts.

Porsche 911 RSR

- 2019 Season 4 GTE BoP Adjustments:
- - Weight has been slightly increased.
- - Fuel capacity has been reduced to 99 liters, and fuel consumption and refuel rates have been adjusted to suit.
- - Brake sensitivity has been reduced slightly to prevent lockups at low pedal travel/pressure values.

Porsche 919 Hybrid

- 2019 Season 4 LMP1 BoP Adjustments:
- - Re-fuel rate has been adjusted so it is equal to other LMP1 vehicles.

- Vehicle sounds have been updated.

Radical SR8

- Season setups have been updated.

Riley MkXX Daytona Prototype

- This vehicle has been granted to all users, as new default content!
- - The Riley MkXX Daytona Prototype is now considered part of the iRacing default content, and is granted to all users, current and future, for free.

Ruf RT 12R

- Season setups have been updated.

Silver Crown

- Season setups have been updated.

Skip Barber Formula 2000

- This vehicle continues to utilize the V7 Tire Model!

- This vehicle now utilizes the New Damage Model!
- - Whenever this vehicle is in a session that only includes vehicles that are utilizing the New Damage Model, the New Damage Model will be active! Otherwise, this vehicle will fall back on the classic damage system.

Street Stock

- Braking has been converted to a hydraulic model.

Subaru WRX STI

- Season setups have been updated.

Super Late Model

- Grill tape configurations have been set to "Race" and "Qual" options only.

VW Beetle GRC

- Season setups have been updated.

Williams-Toyota FW31

- This vehicle has been converted to use GGX shaders.

[Archive] XFINITY Chevrolet Camaro

- This car, formerly known as NASCAR XFINITY Chevrolet Camaro, has been renamed to make room for the next generation of NASCAR XFINITY cars!

- This vehicle has been granted to all users, as new default content!
- - The [Archive] XFINITY Chevrolet Camaro is now considered part of the iRacing default content, and is granted to all users, current and future, for free.

- Any user who purchased this vehicle within the past 24 months has been automatically granted the new NASCAR XFINITY Chevrolet Camaro - 2019, for free!

- Any user who purchased this vehicle more than 24 months ago has received $5.00 in iRacing Credits.

[Archive] XFINITY Ford Mustang

- This car, formerly known as NASCAR XFINITY Ford Mustang, has been renamed to make room for the next generation of NASCAR XFINITY cars!

- This vehicle has been granted to all users, as new default content!
- - The [Archive] XFINITY Ford Mustang is now considered part of the iRacing default content, and is granted to all users, current and future, for free.

- Any user who purchased this vehicle within the past 24 months has been automatically granted the new NASCAR XFINITY Ford Mustang - 2019, for free!

- Any user who purchased this vehicle more than 24 months ago has received $5.00 in iRacing Credits.

[Archive] XFINITY Toyota Camry

- This car, formerly known as NASCAR XFINITY Toyota Camry, has been renamed to make room for the next generation of NASCAR XFINITY cars!

- This vehicle has been granted to all users, as new default content!
- - The [Archive] XFINITY Toyota Camry is now considered part of the iRacing default content, and is granted to all users, current and future, for free.

- Any user who purchased this vehicle within the past 24 months has been automatically granted the new NASCAR XFINITY Toyota Supra, for free!

- Any user who purchased this vehicle more than 24 months ago has received $5.00 in iRacing Credits.

TRACKS:

Atlanta Motor Speedway

- (Rallycross Long) - The starting grid has been relocated.

Autodromo Nazionale Monza

- Fixed an issue where the Astroturf surfaces at this track were not set to the correct surface type, resulting in no 1x penalties being given for driving on them.

Chicagoland Speedway

- Night lighting has been updated.

The Chili Bowl

- Fixed an issue where haze could appear at this indoor track.

Circuit of the Americas

- (Grand Prix & West) - A gain time checkpoint has been added on the runoff before the final turn of these configurations.

Circuit de Barcelona-Catalunya

- NEW TRACK!
- - Circuit de Barcelona-Catalunya, an asphalt road course, is now available for purchase!
- - - Located just outside of Barcelona, the Circuit de Barcelona-Catalunya was built in 1991 and took over the Spanish Grand Prix the very same year. Many of the world's top race drivers have found themselves atop the podium at the unique circuit, including Michael Schumacher, who won the race a

record six times, including four in a row from 2001-2004. The track requires drivers and teams to be on their A game at all times, as wind and weather can dramatically affect the strength of a given setup or tire compound. Barcelona mixes a long, fast front straightaway with flowing curves early in the lap and a number of heavy braking and even blind corners before heading back to the finish line.
- - Add Circuit de Barcelona-Catalunya to your digital landscape, by purchasing it from the iRacing store here: https://members.iracing.com/membersite/member/TrackDetail.do?trkid=345

Circuit de Spa-Francorchamps

- (ALL) - The gain time checkpoints along the right-hander prior to the pit entrance have been adjusted slightly to keep cars off of the curb.

- (ALL) - Fixed a course cut from driving on the grass at the Bus Stop chicane.

- (ALL) - Grip on asphalt and astroturf runoffs has been reduced.

Darlington Raceway

- Fixed some visual popping issues with several towers.

Daytona International Speedway

- Fixed a gap in the fences at Turn 1.

- Exorcised a ghost grandstand crowd who were using camera flashes.

Daytona International Speedway - 2007

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

Fairbury Speedway

- NEW TRACK!
- - Fairbury Speedway, a dirt oval, is now available for purchase!
- - - Located in Fairbury, Illinois Fairbury American Legion Speedway is a banked quarter-mile oval known for hosting World of Outlaws and DIRTcar Sprint Car and Late Model action. FALS is one of the most popular dirt tracks in America, winning three DIRTcar Track of the Year honors and earning its way into iRacing after being voted in by a passionate fanbase. FALS' signature event, the Prairie Dirt Classic, has run for nearly three decades and takes place at the end of July. The season runs from May to September

with weekly competition.

- - Add Fairbury Speedway to your digital landscape, by purchasing it from the iRacing store here: https://members.iracing.com/membersite/member/TrackDetail.do?trkid=344

Kokomo Speedway

- The white tire barriers have been moved slightly, in an attempt to reduce the reported top-dominant racing strategies.

Mount Panorama Circuit

- Pit speed limit has been reduced slightly to remove an exploit during Qualification and Time Trials.

Phoenix International Raceway - 2008

- (Rallycross) - The pit lane wall has been extended in order to protect the pit exit and prevent an excessively wide race line.

- (Rallycross) - The Joker Lap wall length has been extended slightly.

- (Rallycross) - Some track grip has been removed from the Joker section to help reduce the likelihood of car rollovers.

Pocono Raceway

- Fixed an issue where a driver's pit crew and war wagon where sometimes not aligned to the same stall.

Silverstone Circuit - 2011

- (Grand Prix) - Fixed a gain-time checkpoint at the last chicane that was overlapping onto the red curbing.

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

Snetterton Circuit

- Fixed an issue with track geometry along the back straight.

Sonoma Raceway

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

- (IRL, IRL 2007, & Long) - Animated pitstops have been enabled on these track configurations!

South Boston Speedway

- Fixed some visual issues including:
- - An issue where a flagstand would pop into view when using LOW Detail settings.
- - An issue where a building seen in Turn 1 could appear to be flashing.
- - An issue where some bushes and trees were rendering in front of a fence instead of behind it.

Virginia International Raceway

- Many textures at this track have been updated.

Watkins Glen International

- Pit entrance barrels have been updated.

- Garage textures have been updated.

Wild West Motorsports Park

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