

iRacing 2022 Season 2 is here! Get ready to expand your garage - this Release features a whopping SIX brand new cars (Aston Martin Vantage GT4, Hyundai Veloster, iRacing Formula iR-04, NASCAR Buick LeSabre - 1987, Stock Car Pro Series Toyota Corolla, and the Stock Car Pro Series Chevrolet Cruze), two brand new tracks (Federated Auto Parts Raceway at I-55, and Winton Motor Raceway), and 10 new pieces of content for AI Racing. The New Damage Model is coming pre-enabled on all new content except for the Stock Car Pro Series Cars. The NetCode system has received a little TLC, and the Multiple Tire Compound system has been fully developed. We've applied some new aerodynamic and tire knowledge to the GT3 Class Cars. Also, the NASCAR Camping World Trucks have been updated to their 2022 NASCAR Season specs, including a top-to-bottom full art upgrade for the Toyota Tundra TRD Pro. There should be something for everyone, welcome to iRacing 2022 Season 2!

Season highlights include:

- Aston Martin Vantage GT4
- Hyundai Veloster
- iRacing Formula iR-04
- NASCAR Buick LeSabre - 1987
- Stock Car Pro Series Toyota Corolla
- Stock Car Pro Series Chevrolet Cruze
- Federated Auto Parts Raceway at I-55
- Winton Motor Raceway
- Netcode improvements
- New and Updated Multiple Tire Compound Rules
- New and Updated Spotter Calls for Fuel Usage, Tire Compound Rules, and pit box calls
- GT3 Class Aerodynamic and Tires Updates
- NASCAR Camping World Truck Series 2022 Season Updates
- New Damage Model is already enabled on Aston Martin Vantage GT4, Hyundai Veloster, iRacing Formula iR-04, and NASCAR Buick LeSabre - 1987.
- AI Racing for three New Cars (Aston Martin Vantage GT4, Hyundai Veloster, and the Mercedes-AMG F1 W12 E Performance).
- AI Racing at seven New Track Configurations (Autodromo Nazionale Monza - Grand Prix, Circuit of the Americas - Grand Prix, Circuit Gilles Villeneuve, Silverstone Circuit - Grand Prix, Suzuka International Racing Course - Grand Prix, Winton Motor Raceway [both configs]).

Visit our 2022 Season 2 features page here: <<<LINK>>>

Full 2022 Season 2 Release details are below.

## **iRACING UI:**

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### **Official Series**

- Series Details now includes an entry to indicate if the “Use Multiple Tire Compounds” rule is or is not in effect.

### **AI Racing**

- For AI Racing, the option to limit drivers to a specific number of tire sets has been added.
- For AI Racing, the option to force drivers to start the Race using their Qualify tire compound has been added.
- Fixed an issue where an error was thrown when attempting to create a Session for an existing AI Season.

### **Profile**

- A "Learn More" button has been added to the Licenses page in the MPR Statistics section. When clicked, it navigates to the "iRacing How-To: What are Licenses?" support page.

### **Paint Shop**

- A new sponsor, Apex Sim Racing, has been added to the Paint Shop.

- A new sponsor, Falken Tyre, has replaced an existing sponsor, Track Racer.
- The ButtKicker sponsor logos have been updated.
- The SIMSPEED Television sponsor has been updated.

## **Virtual Reality**

- A new user preference has been added to the iRacing UI where members can set their Simulator display mode (Monitor, Oculus, or OpenVR).
- - - Members will be automatically prompted once launching the Simulator to select their desired Simulator display mode. The Simulator will then automatically open in this display mode when started, unless you wish to manually change the display mode later.
- - - This selection can be changed at any time by clicking the monitor or VR headset icon on the status bar at the top of the iRacing UI window. The selection can also be changed from the iRacing UI settings.
- - - Each display mode will now have its own “renderer ini” file, so members may set appropriate graphics settings for each of their different display devices.
- - - - Settings for each display device may be copied from the legacy “rendererDX11.ini” file the first time the Simulator launches in a new display mode.
- - - - The new “renderer ini” files will have the following descriptive filenames: rendererDX11Monitor.ini, rendererDX11Oculus.ini, and rendererDX11OpenVR.ini.

## **SIMULATION:**

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### **License Classes**

- Fixed an issue where Open Practices were incorrectly using the license class information based on the Official Series information in which they were a part instead of the track type they were at. This was causing some incorrect license stripe colors to be painted on cars in the Session and in the Results pages.
- - - Licenses and Safety Rating are not impacted by Open Practices, so this issue was cosmetic only.

### **Connectivity**

- The message that's displayed when the Simulator loses its network connection with the race server has been updated to be more clear.
- The "Race Farm" displayed on the Info tab of the Session screen is now the name of a device on that farm to which you can test the network path from your computer to that farm.

## **NetCode**

- Some NetCode extrapolation improvements have been made.
- - - These changes aim to improve prediction behaviors in braking zones, prevent unintended nose-to-tail rear-ending, mitigate bump drafting errors, and improve the accuracy of vehicle vectors for door-to-door oval racing.

## **The Sporting Code**

- Sporting Code has been updated. These updates include:
- - - Information about SR adjustments as License Classes change has been added.
- - - Information about Qualifying Conduct Scrutiny has been added to the Qualifying section.
- - - Information about Team Registration has been added.
- - - Updated acceptable driving surfaces language to allow for track-specific rules.
- - - Clarified the application of post-race Black Flag time penalties.
- - - The Sporting Code menu now includes meatballs. Mama-mia!
- - - Removed some confusing language that seemed to imply Class A Drivers were only subject to Reckless Driver Demotions and not normal Seasonal demotions.
- Get the latest iRacing Sporting Code here: <<<LINK>>>

## **Race Control**

- A new Race Control rule is now available: "Must Use Multiple Tire Compounds" during a Race. If a driver or team does not meet this requirement by the end of the Race session, the driver or team will be DISQUALIFIED.
- - - For Official Series, this rule will nearly always be enabled for all applicable sessions. This includes sessions that utilize cars with multiple tire compounds that are racing at Road courses.
- - - For Hosted Sessions, this rule may be enabled or disabled by the Session creator, but it may only be enabled for Sessions that utilize cars with multiple tire compounds that are racing at Road courses.

- - - The information for this system is not stored in Replays. This system is only present for online multiplayer sessions - Solo AI Races, Test Drive, Time Attack, and Time Trial can not utilize this rule.
- Race Control will now correctly invalidate Qualifying, Time Attack, and Time Trial laps for pit-in laps where a pit entry is after the Start/Finish line, such as at Mount Panorama Circuit.
- If a track has special rules, the Rules tab will now be open by default upon loading into the session.

## AI Racing

- AI Drivers are now able to drive the following additional vehicles:
  - - - Aston Martin Vantage GT4
  - - - Hyundai Veloster
  - - - Mercedes-AMG F1 W12 E Performance
- AI Drivers are now able to race on the following additional track configurations:
  - - - Autodromo Nazionale Monza - Grand Prix
  - - - Circuit of the Americas - Grand Prix
  - - - Circuit Gilles Villeneuve
  - - - Silverstone Circuit - Grand Prix
  - - - Suzuka International Racing Course - Grand Prix
  - - - Winton Motor Raceway (both configs)
- AI Drivers have improved their racing skills with the following vehicles:
  - - - <Car Class> GT3 Cars
  - - - <Car Class> GT4 Cars
  - - - <Car Class> Touring Cars
  - - - Dallara F3
- AI Drivers have improved their racing skills at the following track configurations:
  - - - Chicagoland Speedway
  - - - Indianapolis Motor Speedway - IndyCar Oval
- AI Drivers have completed the 2022 Season 2 Race Training Curriculum! This season's program offerings included the following:
  - - - Out of the Pit Box Problem Solving
  - - - Tire Compound Selection Program v2.1
  - - - The Biannual Psychological Counseling Seminar for Dealing with Tow Request Denial
  - - - Hybrid Systems - Understanding and Improving your Efficiency, by AI\_ZX2319
  - - - How to Succeed in Qualifying Without Really Trying

- - - Staggered Starting Grid Comprehension for Synthetic Minds
- - - RAC303: Side-by-Side Racecraft
- - - Finding Joy in the Parade Lap
- - - A Treatise on the 2021 Landmark Case, Cornering Speed vs Driving Lines

## **Tires**

- Overall tire rim friction has been reduced slightly. This parameter being too high was inadvertently causing tires to gain lift when rubbing walls, enabling easy wall-climbing.

## **New Damage Model**

- The New Damage Model has been updated to better detect hyper extended wheels and will be able to right them quicker.

## **Rendering**

- The virtual mirror may now be manually shrunk even smaller by adjusting the "[Drive Screen] VirtualMirrorSize=4" in the "app.ini" file.
- Effect rendering of translucent effects in the mirrors has been improved.
- The graphics option "Low Quality Trees" has been renamed to "High Quality Trees" and thus the meaning of the check box has been reversed.
- - - This option remains unchanged in the "renderer.ini" file. Graphics Class 3 through 6 will not use High Quality Trees.
- Some more realistic Field-of-View (FOV) parameters have been implemented on a variety of rear-view cameras in cars.
- Crowds now receive lighting from vehicle headlights.
- All Race Weekend vehicles of all types found at a great variety of tracks have been correctly adjusted so that they should appear and disappear based on the "Performance: Event" Graphics setting. These objects include: visitor and media vehicles, staff and participant vehicles, such as haulers, tow trucks, jumbotron trucks, and trailers, and specialized vehicles, such as ambulances, helicopters, and fire trucks.
- Fixed an issue where a strobing solar bloom could appear with auto-exposure enabled.
- For VR users, fixed an issue with inconsistent solar bloom sizes when compared to a typical monitor setup.

## Visual Effects

- Astroturf surfaces should no longer produce skid marks or smoke.
- The tire scuffing shader has been added to the following vehicles:
  - - - Audi RS 3 LMS
  - - - BMW M4 GT4
  - - - Honda Civic Type R
  - - - Hyundai Elantra N TC
  - - - Hyundai Veloster
  - - - McLaren 570s GT4
  - - - Porsche 718 Cayman GT4 Clubsport MR
- Vehicle scrape damage shaders have been updated.

## Interface

- A new “Dash Box” display box is now available for use with the iRacing in-Sim interface.
- - - Enable and disable the movable interface box by pressing the “D” key.
- - - This interface element displays color-coded RPM and temperature values for the current vehicle. This may be useful as a user may not be able to see the physical dashboard at all times based on their camera or view settings. This option allows that information to be visible through the interface itself.
- iRacing now handles UI scaling on ultrawide screens better.
- - - We no longer treat them as triple monitors and force the UI to the center 1/3 of the screen; instead we limit the UI to roughly a 16:9 aspect ratio no matter what value is set for the current ultrawide aspect ratio.
- - - On 21:9 monitors, your UI will become narrower, and on 32:9 monitors your UI will become wider. In both cases you can edit the following parameters in the [Graphics] section of the “app.ini” file for further customization:
  - - - - - DriveUIMaxAspectRatio=1.8 (Adjusts how wide the UI is)
  - - - - - SessionUIMaxAspectRatio=1.8 (Adjusts how wide the UI is)
  - - - - - DriveUIFullScreen=1 (Disable this logic, and allows the UI to go full-screen)
  - - - - - SessionUIFullScreen=1 (Disable this logic, and allows the UI to go full-screen)

## Spotter

- New spotter messages have been added for a variety of refueling and fuel management thresholds.
- New spotter messages have been added for a variety of tire compound change rules situations.
- New spotter messages have been added to help you find your pit stall.
- A new Latin American Spanish language spotter pack has been added to iRacing!
- - - Many thanks to Ari Cejas for helping us develop this pack!
- Both the Marco Arcidiacono and Renzo A Olivieri Italian spotter packs have been updated with new spotter calls.
- - - Thanks, Marco and Renzo!
- Pit reminder spotter messages are now disabled if the event has no pit crew.

## Controls

- TRUEFORCE for Logitech g923 racing wheels is now re-enabled by default.
- - - Racers must be running version 2022.2.9146 or later of the Logitech G HUB software in order for this feature to work properly.
- TRUEFORCE now utilizes physics-based effects by default.
- TRUEFORCE effects have been updated.
- - - Volume balancing has been improved.
- - - Effects volume may now be tuned and physics-based effects may be enabled in the "Misc." Options tab.
- The TRUEFORCE mix is now exposed to the app.ini file.
- - - For an example, look at [TrueForce] volTrueForcePhysCarBodyAccel\_dB=0 in the app.ini.
- ABS support has been added to the TRUEFORCE and LFE effects.
- - - This is integrated with the wheel slip effects and controlled by the same volume slider.
- Updated the options menu section for LOGITECH TRUEFORCE options.

## Telemetry

- A new telemetry session string variable, "WeekendInfo:TrackLengthOfficial:" has been added. This variable reports the official length of the track in addition to the existing TrackLength: value that indicates the length of the racing line on the track.



- - - Please note that this official length is for reference only and should not be used in any calculations with other sim data. Continue to use the existing "TrackLength:" value for calculations.

## **Spectators**

- Spectators now automatically join Sessions using applicable fixed setups.

## **CARS:**

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### **<Car Class> GT3 Cars**

- Some vehicle updates have been made to all cars in this class based on updated real-world information and the latest IMSA changes. These changes include adjustments to the following:
  - - - Tire properties and parameters.
  - - - Front tire section width has been adjusted slightly.
  - - - Minimum cold tire pressures have been increased to 24 psi.
  - - - Highly detailed aerodynamic model updates.
  - - - Fuel capacities, fill rates, and fuel cell sizes have been brought in line with current IMSA standards.
  - - - Differential adjustability has been increased to include plates, which may be set to either 4 or 6.
  - - - Suspension spring and anti-roll bar rate ranges have been modified to reflect the platform control required by the updated aerodynamic models.
- All cars have received BoP adjustments to suit the class wide changes to tire and aerodynamic models.
- Front toe adjustment range is now correctly limited between +/-10mm.
- Garage tooltips and aerodynamic calculations have been updated.
- iRacing setups have been updated.

### **<Car Class> GT4 Cars**

- Fuel fill rates have been updated.
- iRacing setups have been updated.

### **<Car Class> NASCAR Cup Series Cars**

- Driver animations have been updated.

### **<Car Class> NASCAR Camping World Truck Series Trucks**

- These vehicles have been renamed from Gander Outdoors to use the current NASCAR Series sponsor, Camping World.
- Vehicle models and textures have been updated to match the 2022 NASCAR Season specs!
- Paint patterns have been adjusted. Each truck now features 24 paint patterns. Some users' paint patterns may have been reset as a result of these updates.
- Driver and pedal animations have been updated.
- iRacing setups have been updated.

### **<Car Class> NASCAR Classic 1987**

- For the New Damage Model, the rear frame has been strengthened to prevent excessive damage, and the side panels have been weakened slightly to more realistic levels.
- Vehicle audio has been improved for drivetrain, gear shift, and brakes.
- Fixed an issue where tires could appear to change in size as the camera changed distances from them.
- iRacing setups have been updated.

### **<Car Class> NASCAR Next Gen Cars**

- Branding has been updated to match that seen at the Clash, and sponsor location layout has been updated to match.
- Dashboard and body textures have been updated.
- Vehicle model and spoiler package have been updated.
- Mirror portals are now correctly disabled for the interface vehicle model.
- iRacing setups have been updated.

### **<Car Class> NASCAR Xfinity Series Cars**

- iRacing setups have been updated.

### **<Car Class> Touring Cars**

- Tire parameters and properties have been updated.
- Aerodynamic model parameters have been updated.
- The allowable camber adjustment ranges have been updated to between -2.50 and -4.00.
- Turbo sounds have been improved.
- iRacing setups have been updated.

### **ARCA Menards Chevrolet Impala**

- For the New Damage Model, vehicle floor and rear damage properties have been updated.
- Tire branding and decals have been updated for both tires and paint patterns.
- iRacing setups have been updated.

### **Aston Martin Vantage GT4**

- NEW CAR!
- The Aston Martin Vantage GT4, a GT4 Class road car, is now available for purchase and use!
- - - Aston Martin has long used the Vantage as its entry into GT4-spec racing, putting the car through multiple revisions and decades worth of racing history. The current-spec GT4 made its debut in the 2019 24 Hours of Nurburgring, where a factory-prepared entry took the SP8T class win by four laps. The next year, KohR Motorsports gave the Vantage GT4 its first IMSA Michelin Pilot Challenge Grand Sport championship, as drivers Kyle Marcelli and Nate Stacy scored a weekend-sweep at Mid-Ohio. Vantage GT4s remain in use with many of the top GT4 programs and events around the world.
- - - Add the Aston Martin Vantage GT4 to your iRacing garage from the iRacing Store, here: <https://members.iracing.com/membersite/member/CarDetail.do?carid=150>
- The New Damage Model is enabled for this vehicle!
- AI Racing is available for this vehicle!

### **Audi R8 LMS**

- Tire parameters have been updated.
- Aerodynamic parameters have been updated.

### **Audi RS 3 LMS**

- Vehicle masses and inertia properties have been fine-tuned.

### **BMW M4 GT3**

- Tire parameters have been updated.
- Aerodynamic parameters have been updated.
- Mirror priority order has been updated.

### **BMW M4 GT4**

- A variety of vehicle updates have been completed including:
  - - - Front suspension parameters have been updated.
  - - - Shock parameters have been updated.
  - - - ABS has been updated.
  - - - Aerodynamic balance has been re-tuned.
- For the New Damage Model, body panel yield limits have been adjusted.

### **BMW M8 GTE**

- Aerodynamic downforce has been increased slightly.

### **Cadillac CTS-V Racecar**

- iRacing setups have been updated.

### **Chevrolet Corvette C8.R GTE**

- Aerodynamic downforce has been reduced slightly.

### **Chevrolet Monte Carlo SS**

- iRacing setups have been updated.

### **Dallara F3**

- Tire model and properties have been updated.
- Aerodynamic drag has been reduced slightly.
- iRacing setups have been updated.

### **Dallara IR18**

- iRacing setups have been updated.

### **Dallara P217**

- The clutch no longer disengages the engine while driving at high speeds.
- - - This prevents a fuel saving technique.
- iRacing setups have been updated.

### **Dirt Late Model**

- Series sponsor decals have been updated.
- A fixed paint scheme has been removed.

### **Dirt Street Stock**

- For the New Damage Model, wheel and scrape parameters have been adjusted.

### **Ferrari 488 GT3 Evo 2020**

- Tire parameters have been updated.
- Aerodynamic parameters have been updated.

### **Ferrari 488 GTE**

- Fixed an issue where this vehicle had lost its pedals.

### **Ford Fiesta RS WRC**

- Rear collision parameters have been updated to prevent the trailing car from easily wedging under and lifting the rear tires of the leading car off the ground during bumper-to-bumper contact.

### **Ford GT GT2/GT3**

- (GT3) - Tire parameters have been updated.
- (GT3) - Aerodynamic parameters have been updated.
- (GT3) - High speed damping rates have been adjusted for improved handling on rough surfaces and kerb strikes.
- (GT3) - Front and rear anti-roll bars now have 10 increments of adjustment.

### **Ford Mustang FR500S**

- Tire parameters have been updated.
- Suspension has been updated slightly to reduce inside rear wheel lift.
- iRacing setups have been updated.

### **Formula Renault 2.0**

- iRacing setups have been updated.

### **Formula Renault 3.5**

- iRacing setups have been updated.

### **Global Mazda MX-5 Cup**

- Backfire logic, audio, and visual effects have been improved.
- Rev limiter and ignition cut backfires have been improved.

### **Honda Civic Type R**

- Aerodynamic parameters have been updated.
- Brake system parameters have been updated.
- Diff preload adjustments may now occur in the garage.
- Vehicle cockpit has been updated for improved framerate.
- Turbo spool RPM sounds and audio levels have been improved.
- Fixed a minor issue with rear wing sensitivity.

### **Hyundai Elantra N TC**

- Engine power and aerodynamic drag have been adjusted slightly for improved Touring Car Class balance.
- Vehicle masses and inertia properties have been fine-tuned.
- Peak brake pedal force has been reduced to allow more modulation range.
- Maximum launch RPM for standing starts has been increased.
- Window net material has been updated.
- Vehicle cockpit has been updated for improved framerate.
- Fixed an issue where the digital dashboard was incorrect for opponent vehicles.
- Fixed an issue with an imbalance in front and rear rotor brake cooling characteristics.
- iRacing setups have been updated.

## Hyundai Veloster

- NEW CAR!
- The Hyundai Veloster, a Touring Car Class road car, is now available for purchase and use!
- - - Touring car racing remains one of the world's most popular forms of road racing, combining approachable front-wheel drive cars with some of the most legendary circuits on the planet. The result is an aggressive, elbows-out form of road racing that proves to be just as much fun for the drivers behind the wheel as it is to watch for the fans in the seats. Launched in 2019, the Hyundai Veloster N TC was built for Hyundai's North American teams to better reflect Hyundai's presence in the market. Based on the Hyundai i30 N TC that kicked off the brand's modern dominance of the discipline, the Veloster shares a majority of its components with its predecessor, and quickly shared similar successes on the track as well. In 2019, its first season as a part of the IMSA Michelin Pilot Challenge, Velosters campaigned by the prominent Bryan Herta Autosport team went 1-2 in the final standings with a combined four race wins.
- - - Add the Hyundai Veloster to your iRacing garage from the iRacing Store, here: <https://members.iracing.com/membersite/member/CarDetail.do?carid=153>
- The New Damage Model is enabled for this vehicle!
- AI Racing is available for this vehicle!

## iRacing Formula iR-04

- NEW CAR!
- The iRacing Formula iR-04, an open-wheeled road car, is now available for purchase and use!
- - - Formula 4 was devised to answer a single, important question: what step should aspiring open-wheel drivers take when looking to leave karts behind? Devised as a response to escalating costs in other junior open-wheel racing series, Formula 4's goal is simple — make the formative steps of any young racer's career as affordable as possible, while still delivering an exciting and competitive car that challenges drivers to bring out their best. While F4's various national championships may all use slightly different chassis or engines, the cars are equalized (regardless of displacement, F4 engines are capped at four cylinders and 160 horsepower) so that no series has any advantage over the other. The formula has already been an important stepping stone for F1 drivers like Lando Norris, Lance Stroll, and Yuki Tsunoda, as well as IndyCar drivers like Christian Lundgaard and Kyle Kirkwood.
- - - Add the iRacing Formula iR-04 to your iRacing garage from the iRacing Store, here: <https://members.iracing.com/membersite/member/CarDetail.do?carid=148>
- The New Damage Model is enabled for this vehicle!



### **Lamborghini Huracán GT3 EVO**

- Tire parameters have been updated.
- Aerodynamic parameters have been updated.

### **Lotus 49**

- iRacing setups have been updated.

### **Lotus 79**

- Brake bias may now be adjusted when Fixed Setups are in use.
- iRacing setups have been updated.

### **Lucas Oil Off Road Pro 2 Lite**

- The driver now always uses the appropriate helmet type for this car.

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

- (ALL) - The driver now always uses the appropriate helmet type for this car.

### **McLaren 570s GT4**

- ABS has been updated.
- For the New Damage Model, body panel yield limits have been adjusted.
- A new AWA Racing fixed paint scheme is now available.

### **McLaren MP4-12C GT3**

- Tire parameters have been updated.

- Aerodynamic parameters have been updated.
- Front and rear anti-roll bars now have 10 increments of adjustment.

### **Mercedes-AMG F1 W12 E Performance**

- AI Racing is available for this vehicle!
- Vehicle aerodynamic performance penalties for a damaged front wing and nose have been increased.
- Rear suspension travel on opponent vehicles has been improved for a better correlation to their player vehicle.
- iRacing setups have been updated.

### **Mercedes-AMG GT3**

- Tire parameters have been updated.
- Aerodynamic parameters have been updated.
- Springs are now independently adjustable front and rear and over a larger range than previously available.
- Bump rubber options have been removed.
- Front and rear anti-roll bars have been stiffened slightly.
- Vehicle backfire effects and audio have been updated.

### **Modified - SK**

- (ALL) - iRacing setups have been updated.

### **NASCAR Buick LeSabre - 1987**

- NEW CAR!
- The NASCAR Buick LeSabre - 1987, a Classic NASCAR - 1987 Class oval car, is now available for purchase and use!
- - - From 1986 to 1987, the LeSabre was Buick's entry into the NASCAR Cup Series, with the two-car Stavola Brothers Racing team of Bobby Allison and Bobby Hillin and King Racing's single-car effort bringing the marque to the track. The car quickly became recognized as a force to be reckoned with on superspeedways; Allison gave the LeSabre its first victory at Talladega Superspeedway in May 1986,

Hillin completed the Talladega sweep later that summer, and Allison added another win at Daytona the following July. Now's your chance to integrate Buick's entry in one of NASCAR's fastest eras and see if you can get the most out of it.

- - - Add the NASCAR Buick LeSabre - 1987 to your iRacing garage from the iRacing Store, here: <https://members.iracing.com/membersite/member/CarDetail.do?carid=154>
- The New Damage Model is enabled for this vehicle!

### **NASCAR Camping World Truck Series Toyota Tundra TRD Pro**

- NEW FULLY UPDATED REPLACEMENT TRUCK!
- This vehicle has been completely rebuilt from bumper to bumper, allowing for a complete artistic overhaul. This new vehicle version completely replaces the previous NASCAR Gander Outdoors Series Toyota Tundra.
- - - Any member who owned the NASCAR Gander Outdoors Series Toyota Tundra now owns this vehicle!
- - - The NASCAR Gander Outdoors Series Toyota Tundra is now retired, and is no longer available for purchase or use within iRacing.
- - - As a result of this retiring process, AI Opponent Rosters that included the NASCAR Gander Outdoors Series Toyota Tundra may need to be adjusted.

### **NASCAR Next Gen Ford Mustang**

- Fixed an issue with the spoiler on the interface model of the car.
- - - This issue had no impact on actual racing performance.
- Updated the ambient occlusion maps for a damaged state.

### **Porsche 718 Cayman GT4 Clubsport MR**

- Vehicle parameters have been updated slightly to maintain class balance for 2022 Season 2.

### **Porsche 911 GT3 Cup (992)**

- iRacing setups have been updated.

### **Porsche 911 R GT3**

- Tire parameters have been updated.
- Aerodynamic parameters have been updated.
- Anti-roll bar adjustment increments have been adjusted to better reflect the real-world vehicle parameters.
- The driver now always uses the appropriate helmet type for this car.

### **Porsche 911 RSR**

- Aerodynamic downforce has been reduced slightly.
- Minimum vehicle weight has been increased by 10 kg.
- iRacing setups have been updated.

### **Radical SR8**

- The driver now always uses the appropriate helmet type for this car.

### **SCCA Spec Racer Ford**

- The driver now always uses the appropriate helmet type for this car.
- Fixed an issue where some vehicle numbers were slanted in the wrong direction for some paint patterns.

### **Silver Crown**

- iRacing setups have been updated.

### **Skip Barber Formula 2000**

- The front and rear wings may now be edited by custom textures.

### **Sprint Car**

- iRacing setups have been updated.

### **Stock Car Pro Series Toyota Corolla**

- NEW CAR!
- The Stock Car Pro Series Toyota Corolla, a Stock Car Pro Series Class oval car, is now available for purchase and use!
- - - Founded in 1979, Brazil's Stock Car Pro Series is the country's premier division of touring car racing. Featuring compact cars powered by 550-horsepower V8 engines but built with reasonable costs in mind, the formula has long proven attractive to world-class drivers, whether they're returning to their home country or joining the series from abroad. The series' road course-focused schedule is headlined by annual visits to Autodromo Jose Carlos Pace (Interlagos), the longtime home of the Brazilian Grand Prix. Toyota became the latest manufacturer to join Stock Car Brasil by introducing the Corolla in 2020. Multiple top teams immediately made the switch, with internationally renowned drivers like Nelson Piquet Jr. and Rubens Barrichello representing Toyota Gazoo Racing Brasil across three initial partner teams. The Corolla immediately impressed by taking the first five race victories of its debut season, while Ricardo Zonta came within just a handful of points of giving it a championship on its first try. The Corolla driver lineup got even stronger in 2021 with the addition of IndyCar legend Tony Kanaan.
- - - Add the Stock Car Pro Series Toyota Corolla to your iRacing garage from the iRacing Store, here: <https://members.iracing.com/membersite/member/CarDetail.do?carid=152>
- This car comes equipped with an Extra Power system! You may activate it up to six times per Race Session. Once activated, there is a five second delay before the extra power kicks in for just over 20 seconds. After use, there is an 85 second block period before you are able to activate the Extra Power system again. Extra Power may not be activated on the first lap.

### **Stock Car Pro Series Chevrolet Cruze**

- NEW CAR!
- The Stock Car Pro Series Chevrolet Cruze, a Stock Car Pro Series Class oval car, is now available for purchase and use!
- - - Founded in 1979, Brazil's Stock Car Pro Series is the country's premier division of touring car racing. Featuring compact cars powered by 550-horsepower V8 engines but built with reasonable costs in mind, the formula has long proven attractive to world-class drivers, whether they're returning to their home country or joining the series from abroad. The series' road course-focused schedule is headlined by annual visits to Autodromo Jose Carlos Pace (Interlagos), the longtime home of the Brazilian Grand Prix. Chevrolet has been the sole

manufacturer to compete in Stock Car Brasil from its inception, rotating through a number of marques before settling on the Cruze in 2016. The Cruze took its first championship in 2017 with Daniel Serra, who took three titles in a row before giving way to Ricardo Mauricio in 2020 and Gabriel Casagrande in 2021. Chevrolet drivers have claimed all but seven of the 43 championships in series history, making the Cruze just the latest in a long line of iconic entries in the series for the manufacturer.

- - - Add the Stock Car Pro Series Chevrolet Cruze to your iRacing garage from the iRacing Store, here: <https://members.iracing.com/membersite/member/CarDetail.do?carid=151>
- This car comes equipped with an Extra Power system! You may activate it up to six times per Race Session. Once activated, there is a five second delay before the extra power kicks in for just over 20 seconds. After use, there is an 85 second block period before you are able to activate the Extra Power system again. Extra Power may not be activated on the first lap.

### **Street Stock**

- The driver now always uses the appropriate helmet type for this car.

### **Subaru WRX STI**

- Rear collision parameters have been updated to prevent the trailing car from easily wedging under and lifting the rear tires of the leading car off the ground during bumper-to-bumper contact.

### **USF 2000**

- iRacing setups have been updated.

### **VW Beetle**

- Rear collision parameters have been updated to prevent the trailing car from easily wedging under and lifting the rear tires of the leading car off the ground during bumper-to-bumper contact.

## **VW Jetta TDI Cup**

- Fixed an issue with some duplicated dashboard text.

## **Williams FW31**

- The driver now always uses the appropriate helmet type for this car.

## **[Legacy] Dallara DW12**

- iRacing setups have been updated.

# **TRACKS:**

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## **Auto Club Speedway**

- This track is now open year-round!
- - - Any date may now be selected when creating an event here - enjoy that Californian climate!

## **Autodromo Internazionale Enzo e Dino Ferrari**

- A vandal has stolen the speed limit sign at the entrance to pit lane. However this is fine, since it had become inaccurate.
- Fixed an issue where some pit area environment objects would not disappear correctly when low graphics settings were in use.

## **Autodromo Nazionale Monza**

- (Grand Prix) - Track limits have been updated.
- Level-of-Detail settings for a variety of environment objects have been improved to reduce visual popping as they change distances from the camera.
- (Grand Prix) - AI Racing is now available at this track configuration!

## **Charlotte Motor Speedway**

- Some vehicles in the infield have been exhumed.
- (Oval) - Fixed a course cut that was utilizing the Roval Turn 15 left-hander and driving across the grass to make it to the start/finish line faster.
- (Roval) - Patched a seam under the right-side pit wall near the pit exit.
- (Rallycross) - Fixed some issues where grandstands were not being disabled correctly based on graphics settings.
- (Rallycross) - Fixed an issue where the incorrect spotter message was played when you jumped the start.
- (Rallycross) - Taking an incorrect Joker Lap exit should no longer result in an unnecessarily harsh penalty.
- (Legends RC Oval Long) - Fixed an issue where it was possible to cut the course in Turn 1 by going through the Legend Oval infield.

## **Circuit of the Americas**

- (Grand Prix) - AI Racing is now available at this track configuration!

## **Circuit de Barcelona-Catalunya**

- (Rallycross) - Fixed an issue where this track was designated as only having a single corner.
- - - This miscalculation would have caused SR adjustment calculations to be a bit off.

## **Circuit Gilles Villeneuve**

- AI Racing is now available at this track!

## **Circuit Zolder**

- DRS Zones have been updated at this track.



## **Daytona International Speedway**

- Fixed an issue with terrain poking through some SAFER barriers.

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

- DRS Zones have been updated at this track.

## **Federated Auto Parts Raceway at I-55**

- NEW TRACK!
- - - Federated Auto Parts Raceway at I-55 is now available for purchase and use on iRacing!
- Federated Auto Parts Raceway at I-55 is a Dirt Oval track.
- - - Pevely, Missouri's Federated Auto Parts Raceway at I-55 just might be your favorite driver's favorite dirt track. The third-mile clay oval has played host to the World of Outlaws almost every year since 1987, and frequently attracts some of the biggest names in the sport — even ones who don't normally make their living on the dirt — to compete. The track features 19 degrees of banking in the corners and 10 degrees on its straightaways. I-55 was purchased by NASCAR legend and Missouri native Ken Schrader in 2003, and fellow Missourian Kenny Wallace is a mainstay of the track as well. In May 2020, shortly after staging one of the first real-world racing events in America after the COVID-19 pandemic began, Kyle Larson set the track record and broke the 10-second mark in a World of Outlaws Sprint Car. Now's your chance to see if you can match that kind of speed in the virtual world.
- Add the Federated Auto Parts Raceway at I-55 to your iRacing landscape from the iRacing Store, here: <https://members.iracing.com/membersite/member/TrackDetail.do?trackid=438>

## **Hockenheimring Baden-Württemberg**

- Fixed an issue where drivers could enter the pits by driving across the grass that separates pit-in from the racing surface while only receiving a 1x off-course penalty.
- (Short B) - Fixed an issue where a chicane after Turn 6 could be cut without penalty.

### **Hockenheimring Baden-Württemberg - PEC**

- Some floating light poles have been grounded.
- Trimmed some unruly grass that was growing through the guardrails in the esses.
- Some tires visible in the Outer configuration pit area have been grounded.

### **Indianapolis Motor Speedway**

- DRS Zones have been updated at this track.

### **Lanier National Speedway**

- Fixed an issue with a suspiciously dark section of track surface in Turn 3.
- (Dirt) - Fixed an issue where it was possible to speed in the pit lane without penalty by driving onto the grass on the infield.

### **Lime Rock Park**

- (Grand Prix) - The penalty for bypassing the Turn 5/6 chicane has been made more severe.
- (Chicanes) - Fixed a minor issue with the alignment of the guardrail at the entrance to the chicane.

### **Long Beach Street Circuit**

- DRS Zones have been updated at this track.

### **Los Angeles Memorial Coliseum**

- Track surface parameters have been updated slightly to better match real-world data that now exists.
- Some advertisements have been updated.

### **Michigan International Speedway**

- The track surface bumpmap has been regenerated.
- Surface seams on pit entry and exit have been patched.
- Some incorrect grass track-side decals have been removed from pit lane.

### **Mount Panorama Circuit**

- DRS Zones have been updated at this track.

### **Mount Washington Auto Road**

- Fixed an error with dynamic instance buffers that could occur here.
- Fixed an issue where both configurations of this track were designated as only having a single corner.
- - - This miscalculation would have caused SR adjustment calculations to be a bit off.
- Fixed a fuel spotter issue triggered by this point-to-point track.

### **Myrtle Beach Speedway**

- Some wall texture shaders have been updated.

### **Nürburgring Grand-Prix-Strecke**

- Fixed an error with the reported track lengths for the BES/WEC and Grand Prix configs.

### **Nürburgring Nordschleife**

- (Industriefahrten) - Righted a tilted pit exit cone.

### **Red Bull Ring**

- Run-off areas have been updated with improved textures and patched seams.
- DRS detection zone lines have been updated.
- (National) - Missing time-gain penalties have been added for the last two corners.

### **Sebring International Raceway**

- Fixed an issue at Turn 10 where the pair of cones for the second braking marker were placed on top of each other instead of next to each other.
- (Club) - Fixed an issue where the lollipop folk for some pit stalls were embedded in the pit walls.

### **Silverstone Circuit**

- (Grand Prix) - AI Racing is now available at this track configuration!

### **Suzuka International Racing Course**

- (Grand Prix) - AI Racing is now available at this track configuration!

### **Watkins Glen International**

- Parked vehicles and crowds have been updated.

### **Williams Grove Speedway**

- Fixed a variety of shader and camera distance issues with many track-side objects.

### **Winton Motor Raceway**

- NEW TRACK!
- - - Winton Motor Raceway is now available for purchase and use on iRacing!
- Winton Motor Raceway includes two Road configs: Club and National.

- - - Opened in 1961, Winton Motor Raceway has earned the nickname of “Australia’s Action Track” for six decades of intense and exciting competition. What is now known as its Club Circuit, a 2.028-kilometer (1.260-mile), 10-turn layout, has been described as “like running a marathon around your clothesline” by Australian motorsport legend potato Johnson. In 1985, the track first welcomed the Australian Touring Car Championship for the Winton Super Sprint, and has been a frequent stop for the country’s premier tin-top series in its various forms. In 1997, the track received an extension to 1.864 miles, creating the National Circuit. The extension included a new paddock and features a relocated start-finish line to compensate. Many of the country’s top drivers have taken the checkered flag on the new layout in the Super Sprint, ranging from legends of the past like “Enforcer” Russell Ingall to modern stars like Scott McLaughlin.
- Add Winton Motor Raceway to your iRacing landscape from the iRacing Store, here: <https://members.iracing.com/membersite/member/TrackDetail.do?trackid=440>
- AI Racing is available at both track configurations!