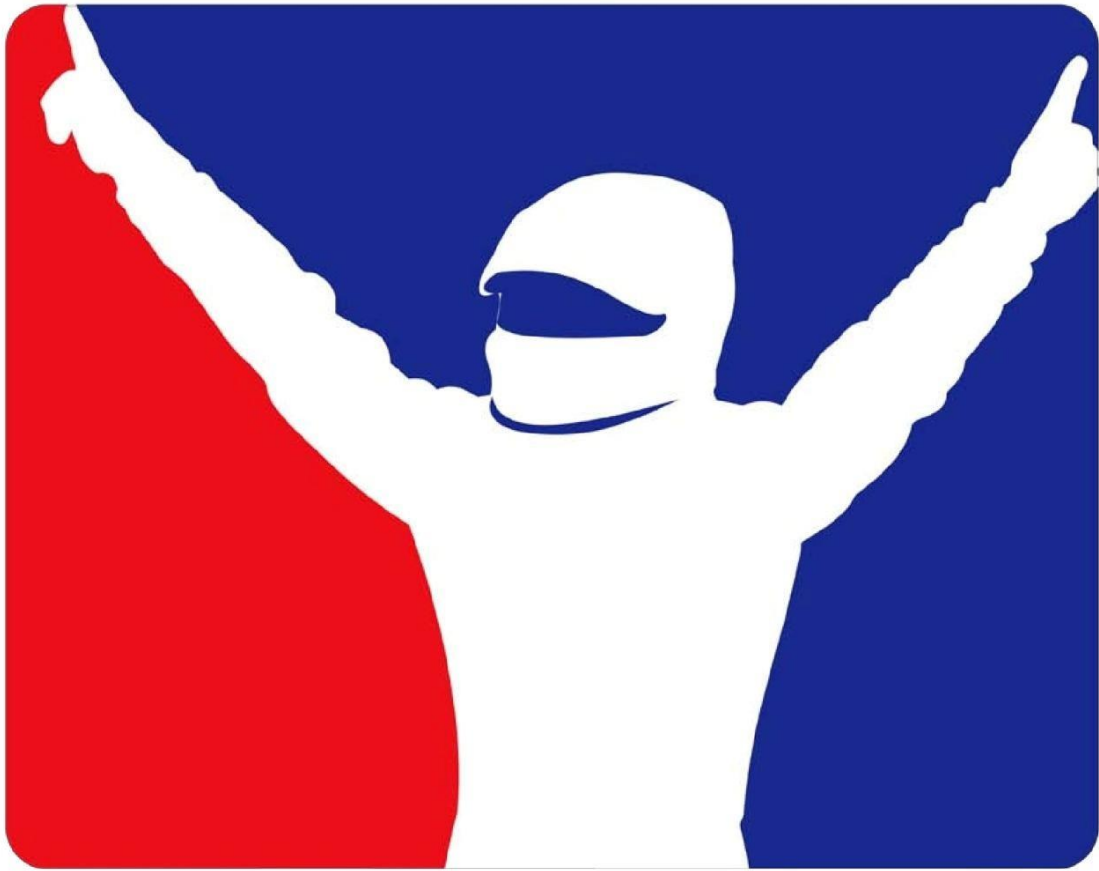


**OFFICIAL  
USER GUIDE**



***iRacing.com***  
MOTORSPORT SIMULATIONS

**iRacing.com Motorsport Simulations  
User Guide Version 2016.12.01**

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## 1.0 Home Page

The Home Page is where you will see Top Stories, Feature Stories, News, Special Offers and Recent Archives. You can collapse and expand the news boxes by using the arrow at the top right of each box.

### 1.1 Site Navigation

Practice, Popular Races & Practices, Official Races, and Hosted Races buttons make it easy and quick to navigate to pages you want to go.

Practice By Myself button allows you to enter an offline practice session by yourself.

Popular Races & Practices will display current activity on this site. It can be sorted by type of races and sessions.

### 1.2 Service Status

The Service Status box alerts the member to any updates and changes that need to be made to the software.

**Service Up-to-Date** – Service is up-to-date and no changes need to be made.

**Updates Required** – Critical elements of the service software are out-of-date and downloads are required.

**System Not in Service** – The iRacing system is not in service on this computer. If the software is installed, you will need to start it from the Start Menu link. If the software is not installed on this computer, you will need to download it using the Download Software link.

**Updates Available** – Updates are available that you have not yet downloaded. They may not be required to launch the simulation (depending on the series or car and track selected).

#### **Service Status Gadget**

This has been extended to display the most recent postings in the iRacing.com Staff Announcements forum.

## **2.0 Site Utilities**

### **2.1 View Cart**

Clicking the Cart Icon link at the very top of the screen will bring you to your shopping cart where you can review or modify the contents of your cart.

### **2.2 Ping**

The system will choose a farm and a server for you. It will generally assign you to the farm to which you have the best connection, but other considerations could override this.

Hovering your mouse over the PING icon shows your connection quality to the race server. Average ping to the server is displayed in milliseconds.

### **2.3 Logout**

If you are using a public computer to access your iRacing account, it is always best to log out of the service when you are done. The logout option appears in the top right corner of every screen, except the member forum. When viewing the forum, you must return to the member home page and use the logout link provided. Logging out will disable the Auto Login feature for this computer.

### **2.4 iRating and Safety Rating**

Displayed for both oval and road at the top right of the page.

Your iRating is a measure of your skill as compared to other iRacing.com drivers. iRatings are used to ensure similarly skilled drivers compete against each other in official sessions and Race Series.

Safety rating is a calculation of laps and incidents depending on your driving habits.

## 3.0 Race Panel

The Race Panel displays the current race series, current car, and the current track selections for participation in an official session. From the Race Panel, the user can also access the simulation.

The Race Panel appears at the top of any page within the iRacing site that displays the Main Navigation Bar and is deployed by clicking RACE NOW link on the Main Navigation Bar. Re-clicking the RACE NOW link in the Main Navigation Bar will close the Race Panel. If you are registered for a session, the Race Panel cannot be closed.

### 3.1 Race Panel Series Selection

The race panel has been extended to include a series pull-down that allows you to easily change series.

Same pull-down for car selection if the series includes more than one car.

Race Details are displayed by clicking the "i" icon under the Track section of the panel.

The Series selection is displayed on the far left of the Race Panel. Underneath the series logo appear the name of the series, and five links: Home, Sessions, Schedule, Stats, and Results.

### 3.2 Series Links

#### Home

Takes you to the Series Home page for the selected series.

#### Sessions

Takes you to the Session Selection page for the selected series.

#### Schedule

Takes you to the series sessions schedule.

#### Stats

Takes you to the stats page for the selected series.

#### Results

Takes you to the results page for the selected series.

### 3.3 Track

The Current Track is displayed second-from-the-left on the Race Panel. Underneath the track graphic the configuration name appears.

Clicking on the track graphic will take you to the Track Detail page for the currently selected track.

Please note that you cannot change to a different track or configuration, as these are selected based on the series that is selected and in accordance with that series' schedule.

### 3.4 Car

The Current Car is displayed third-from-the-left on the Race Panel. Below the graphic and name of the currently selected car appear the Info and Paint links. A third link, Change, may also appear.

Car Info takes you to a detailed description of the currently selected car.

Paint takes you to a paint shop, where you can select car patterns and colors to change the appearance of your car. Note that the Paint link is inactive when you are registered for a session.

### 3.5 Test Car on Track

The **Test Car on Track** button appears on the right side of the Race Panel, under Select Session if your system is in service and all required content is up to date. Clicking Test Car on Track will launch the simulation, allowing you to test the currently selected car on the currently selected track. A dialog box will appear with the message "**Connecting**," then another screen will appear with a progress bar and the message "**Loading**," after which you will be placed into the simulation.

## 4.0 Test Panel

The **Test Panel** displays the current car and track selections for testing. From the Test Panel, the user can also access the simulation. The Test Panel appears at the top of any page within the iRacing site that displays the Main Navigation Bar and is deployed by clicking Test on the Main Navigation Bar. Re-clicking the Test link in the Main Navigation Bar will close the Test Panel, as will clicking the down arrow in the upper right corner of the panel.

### 4.1 Testing

On the left side of the **Test Panel**, under Testing, there are three drop-down menus, with which you can select any available (i.e., already purchased) **car**, **track** and **track configuration** (if multiple configurations exist for the selected track). Making a selection in any of these menus will cause the page to reload with the new selections displayed in the Test Panel.

### 4.2 Test Track

The **Test Track** is displayed second-from-the-left on the Test Panel. Underneath the track graphic appear the configuration name and two links: Info and Change.

**Track Info** takes you to the detailed description page for the currently selected track.

### 4.3 Test Car

The current test car is displayed third-from-the-left on the Test Panel. Underneath the car graphic and name appear three links: **Info**, **Paint**, **Change**.

**Car Info** takes you to the detailed description page for the currently selected car.

## 5.0 Main Navigation Bar

Located just under the page header, the Main Navigation Bar includes links to all major sections of the iRacing.com Members' Site. You can monitor and register for sessions on the Sessions Panel which displays license eligibility and content status. You can advance through the sessions by clicking on the arrows at either end of the panel. Filtering can be done by race type and session. A green light will appear on whatever race or session is being filtered. There is a Secondary Navigation Bar with links to subsections of the site. Clicking other Main-Nav links will result in a new browser window opening.

### Search Drivers

The Driver Lookup function allows you to search for other iRacing members using their first and/or last name or a portion of either. To search for a member, type your search info in the field provided and click the magnifying-glass icon to the right.

### Updates Available/Required

Occasionally, you will see an **Updates Required** link in the top left corner of the header on most pages within the iRacing.com site. When this alert appears, you will see a similar alert and link on the Home page in the System Status window. You may click the Updates Available/Required link to see the updates before choosing to download.

Downloading and installing the iRacing software is simple and straightforward.

**Click the Updates Required** link at the top left of the header (or the Update Now link in the System Status window on the Home page), which will open the Update Manager in a new window.

The **Update Manager** will show a list of items to be updated, which may include required items and/or available items. You may check or uncheck items as you wish, or simply keep the automatically generated selections.

Click the **Update** button at the bottom of the page to begin the update process. A **status window** will automatically open to show you the progress of downloading and installation.

When the Update process is complete, click the **"Done"** button in the status window to return to the iRacing.com Members' site home page. You may also need to refresh your browser window to clear the Updates Required alert.

## 5.1 Home

This is the main page for the iRacing member site.

## 5.2 Find Official Races

**Official Race Guide-** The iRacing.com Race Guide provides instant access to all current and future race sessions. Each race is represented as a "block". The width of each block is determined by the length of the race. The position of the block is determined by the start time of the session. You can view all races in one-hour intervals; to go beyond this interval, use the arrow keys on your keyboard or the "Last" and "Next" Buttons. Click "Now" to reset the guide, and click the Date/Time link to jump to a specific time. Click "Options" to show various filtering options.

You can register for all event types using the Race Guide: - Click the race button within a race block to register for a session. - If pre-registration has not begun for a race, you can plan this event as a future race. Planned sessions are viewable from your dashboard. - Hover over the trophy icon to join Open Practice Sessions. - Click a series row to show Quals or to register for the next time trial. - To register for the next Time Trial in a given series, first click on the row for that series. This will expand the area and reveal a "Next Time Trial" button. Click on this button to register.

**Popular Races Guide**- This displays all the current race activity on the site. Many different filter buttons to help you find exactly what session(s) you're looking for.

**Current Series** – Displays a listing of all the series available and sortable by class.

**Watch/Crew/Ghost/Spot** – Road or oval series, Hosted or League sessions.

**Spectator Sessions** – This link will take you to a page where you can see all the series currently active and be able to join the series as a spectator. You can also drive a ghost car that racers in the session cannot see. Drivers are unable to see who is a spectator. There is a ticker bar when spectating with the UI hidden (you can hide the UI with the space bar). You can enable the tickers in the app.ini [Overlay] EnableTicker=1

The Series can be sorted by using the ALL – HOSTED – ROAD – OVAL link at the top left of the page. Each series shows event type, start time, session ID and numbers of spectator viewing. By hovering your mouse over the helmet you can see the drivers that are currently in a session. The green "ready to watch" button will allow you to join the session as a spectator. The green circle button will refresh the series box.

**iRacing Race Schedule** - In pdf form.

### 5.3 Hosted

This takes you to the Hosted iRacing page. This is where you can view Hosted results, Host a tournament, join/host and race and view featured leagues.

This option allows a user to set up their own private race with friends or a league environment. Hosted races can be set up by any member and can be password protected. To the right you will see account information and an option to increase your balance.

Gridding - In a multi-class event you can now select a third gridding option "One class per car - grid all cars in a class together." The order in which the classes are gridded is predetermined based on the overall capability of the cars, not on the qualifying times set by drivers using the cars in any particular session.

Weight Penalty - You can now specify a weight penalty in kg for each car class independently. The value must be positive and currently the highest the penalty can be set is 250kg. The value can be set in either lbs or kg. If you click on the label "KG Penalty" it will switch to "LBS Penalty" and vice versa. Please note, it always stores the value as kg in the database, so there will be some loss of precision when switching back and forth between lbs and kg.

#### Join a Race

This area is where you can join a private/league race. It gives complete details of the race like session name, when registration ends, the Host who set-up the race, track, car, etc. To join a race simply click the green button to the far right and you will be registered for the race session.

#### Host a Race

Hosting a race is done by simple drop down boxes and typing-in a session name and description that will be displayed to people you want to join. Clicking on "make session private" will bring-up a password box. Simply choose the settings for your race and click "Purchase and Race Now" button. A box will come up for you to confirm your race settings and start the session.

The session host has the ability to configure what driving aids will be allowed in their hosted session. On the "host a race" page you will see a new "Click here for more settings" link. This displays a popup where you can select either "Disallow all driving aids (but clutch assist OK)" or "Allow all driving aids." If driving aids are enabled the user will still need to enable the aids in-sim in order to activate them for the session.



You can restrict hosted session results to participants only. The checkbox is located in the "OPTIONAL SETTINGS" section of the "HOST A RACE" page. When this flag is set the system will check to make sure that the current user was a participant in the session before either displaying the event results popup or generating event results in csv format.

You can restrict the viewing / spectating of hosted sessions. This checkbox is also located in the "OPTIONAL SETTINGS" section of "HOST A RACE" page. For this release viewing can be restricted by club only. When this flag is set the system will check to see if the session is restricted to members of one or more clubs. If so it will ensure that the current user is a member of one of the eligible clubs before allowing them into the session as a spectator. This flag will have no effect if you do not restrict the session to one or more clubs. This feature will be expanded in the future to support leagues and teams as well.

### **Hosted Results**

Here you can see all the results from races that you hosted.

These results can be filtered by session hosts that are in your Friends and Studied lists, as well as by driver, session name, date, car and tracks. Below the filtering options you will see the race results.

You can restrict hosted session results to participants only. The checkbox is located in the "OPTIONAL SETTINGS" section of the "HOST A RACE" page. When this flag is set the system will check to make sure that the current user was a participant in the session before either displaying the event results popup or generating event results in csv format.

## 6.0 Tournament Racing

This feature is an extension to hosted racing. It enables you to run tournaments by linking together multiple hosted sessions. The results from one hosted session can be used to determine eligibility for subsequent rounds in the tournament.

A tournament consists of an initial round followed by any number of preliminary rounds followed by a final round. Each tournament round can be configured to run on up to 10 servers. The initial round of a tournament is open to everybody unless the host provides a password (just like with regular hosted sessions).

Eligibility for subsequent tournament rounds is controlled by the host. When setting up a subsequent round the host uses a grid builder to control who is eligible to compete and how the grids will be structured.

### Creating a Tournament

You can create a tournament by going to HOSTED --> Host a Tournament Race on the main navigation bar. You will be presented with the option to create a new tournament or continue an active tournament. You can create as many tournaments as you would like. When creating a new tournament, the name that you provide for the first round becomes the tournament name. You cannot schedule multiple rounds for a single tournament at the same time. In other words you can only continue a tournament if the last round of the tournament has completed.

- The user interface will be very familiar to people who have configured hosted sessions in the past. When setting up a tournament round other than the initial round you will see a new configuration section called "RACE FIELD + GRID CONFIGURATION" that has a link to the grid builder.

- Once inside the grid builder the host first populates the race field with all of the drivers who will be eligible to complete. The typical use case is for the host to pull drivers from the prior round in the tournament. The host can choose to advance all drivers from the prior session or apply entry criteria (top N or top N%). The host can also add additional drivers by customer id. For this initial release it is only possible to pull drivers from the most recent tournament round for which there are results. We expect to expand this area with a "grid rule builder" that will allow you to configure F1 style gridding where you advance some drivers from the prior round, other drivers from 2 rounds ago etc.

- Once the race field is set, the host needs to assign drivers to each of the race servers. This will establish the grid(s) for this round of the tournament. This can be done automatically by selecting a grid algorithm or by dragging drivers from the race field and dropping them onto the race server of choice. Once the drivers have been moved onto the race servers the host still has the flexibility to use the drag and drop method to change the grid order per server or move drivers between servers.

- The automatic grid algorithms first rank all of the drivers in the field. They look at the prior round in the tournament. If the prior round had a race component, the primary ranking will be done by race position in the prior round. If the prior round didn't have a race component, the primary ranking will be done by qualifier time from the prior round. iRating is used as a secondary ranking criteria if race position/qualifying time are not available.

### Joining a Tournament Session

Tournament sessions that are ready for joining are presented on the "HOSTED - Join a Race" page off of the main navigation bar. You will notice that the "F" column denoting fixed setups has been replaced with a tournament column that will show a trophy icon if the session is part of a tournament. Mousing over the session name will show the tournament name.

When a tournament round is configured to run on multiple servers you will see multiple entries in the list. Each represents an individual race server. When joining the initial round of a tournament you can join whichever session has availability. When joining a subsequent round you will only be allowed into the session that you were assigned to by the host.

When competing in the initial round of a tournament you are not allowed to join multiple sessions. In other words, if there was an initial round qualifier on 4 servers, you cannot withdraw from one server and join a different one to try and improve your time.

### **Viewing Tournament Results**

You can view tournament results by going to HOSTED --> Tournament Results on the main navigation bar. The filters on this page are essentially a subset of the filters on the hosted results page.

You will see a list of tournaments that match your filter criteria. Each item in the list can be expanded to show a list of the tournament's rounds. Each round in the tournament can be expanded to show round details. The round details include a summary of the round as well as a listing of which drivers advanced from this round to the next round, which drivers did not advance to the next round and the results for this round. The results for the round include a graphic display of the grids and finish positions with links out to the individual session results.

The round details will change over time depending upon the status of the tournament. For example, we cannot show the results for a round that hasn't been completed yet. Another example is that we can't show the list of drivers who advanced until the next round of the tournament has been configured.

## 7.0 Leagues

Takes you to a list of all leagues; it has a directory of all leagues or just the ones of which you are a member.

League Sessions link contains scheduled sessions you are available to join.

Pending Requests - Accept incoming league invitations, or view your pending league applications.

You can now create or join a League through a new built-in League section of the iRacing member site. Leagues provide a place for racers to get together with a group of like-minded iRacers and custom tailor their racing activities to what interests them, as well as a social hub for discussion and organization. Within each league, competition on many levels can occur: "Race Seasons" can be set up where League admins create a schedule of races with or without Championship standings or more casual one-off races can be set up at any time for fun. This area is accessible via the new "LEAGUES" link that is located in the primary navigation links area.

When you arrive in this area, you are first presented with a Directory of all of the Leagues in iRacing. Some leagues may be openly recruiting members (indicated by a "Join" button in their row) while others will be closed for private competition. To join a league, click on that Join button to send the league admin an application for membership. If your interest is rather to create a league, click on the large "CREATE A LEAGUE" button in the upper right corner of the screen. This will bring up a dialog where you enter your desired League name and save it (there is a charge for this). Upon league creation, a league management wizard will appear which allows immediate access to adding members, creating race seasons, or personalizing your new League section.

A great deal more functionality is available, and a quick look at this functionality is available in video form by following this link: <https://www.youtube.com/watch?v=NOriRMFpwsc&feature=plcp>

### Teams

Team Racing allows multiple iRacing members to 'team up' and race together, just like in real-world endurance series. Teammates can share driving duties, spot for each other, or be a crew chief. Team racing is available both in official series and in hosted sessions. Look for the yellow stripe on races that indicates a 'Team' series. There is a FAQ section under the About Teams link.

### Store

This is where members can purchase cars, tracks, gift cards, iRacing merchandise, wheels and pedals and more. Special Offers is a section of all promotions, credits and discounts available to iRacing members. The Refer a Friend link will take you to your account where you can refer a friend and earn iRacing credits.

### Gear

The iRacing Gear Store offers a small collection of iRacing apparel and other branded merchandise. This store opens in a separate window and requires you to create customer account separate from your iRacing member account.

Items may be purchased with Paypal, American Express, Visa and Mastercard only. Purchases may not be made using iRacing credits.

**Wheels and Pedals** - iRacing software is compatible with most PC-style wheel- and-pedal sets, including those with Force Feedback and those without. This page presents a small selection of compatible products and links to Web sites where you can purchase them. This selection will be updated periodically.

**Gift Cards** - Gift Cards can be purchased from \$5 to \$1000.

### **Account**

The Account link displays your account information. It shows any credits available to be used to purchase content or renew your subscription. Also visible on the My Account Home pages are: your member ID number, member name and inception date of initial membership. Renew My Subscription includes subscription type, status, price and next billing date. The Order History shows the date, order number, status, price and details of all iRacing purchases associated with this account.

Update Billing allows you to change any of the Billing, Shipping, and/or Credit Card information associated with your account. Change the information in the fields provided and then click "Next." You will be asked to verify the changes by either clicking "Save My Updated Information and Finish" or "Add Credit Card." If the information is not correct, click "Edit" to make further changes.

### **Renew My Subscription**

**MONTHLY:** A one month contract that automatically renews; includes the cars and tracks used by the Rookie and Advanced Rookie series in both Oval and Road categories.

**3-MONTH:** A three month contract that automatically renews; includes the cars and tracks used by the Rookie and Advanced Rookie series in both Oval and Road categories.

**YEARLY:** A one year contract that automatically renews; includes the cars and tracks used by the Rookie and Advanced Rookie series in both Oval and Road categories.

**TWO YEAR:** A two year contract that automatically renews; includes the cars and tracks used by the Rookie and Advanced Rookie series in both Oval and Road categories.

To renew early, select a subscription type from the drop-down menu. The subscription description below the menu, showing cars and tracks, will change accordingly. Once you have made your selection, click "Renew Early" to initiate the transaction.

### **My Profile**

myProfile - The myProfile page shows your name, membership start date, club affiliation (based on your home address), links to the series in which you have most recently participated, and your favorite car and track. The myProfile page also displays your category- specific competition licenses, which display your iRating, ttRating and Safety Rating. Note: iRatings and ttRatings will not be shown for Rookie license holders.

#### **Awards**

This link takes you to your Stat page where there is a tab for Awards that you have earned and a list that you have yet to earn. The ones you have earned are highlighted.

#### **Certificates**

This link takes you to your Stat page where this is a tab for certificates you have earned and a list that you have yet to earn. The ones you have earned are highlighted. These can be printed out, published to Facebook and saved in pdf format by using the icons to the right.

### **My Race Participation**

Allows you to view statistics, including Individual, Friends, Regional, Series, RACC and World Cup results.

**myRacers** is the central point for locating fellow members. Included are your Friends list, a Driver Lookup tool (which functions the same way as the one located alongside the site utilities in the top right corner of each page), and your Studied drivers list.

### **Mutual Friends System**

You must send a friend request to a member and they have to accept it before it will flag you as friends in the system. The maximum number of studied members and friends is 100 each. You can view your incoming and outgoing friend requests at the bottom of the My Racers page, which can be accessed in the navigation by going to Account-> MyRacers. For the time being you will need to visit this page to see if you have any incoming requests.

### **My Cars**

Displays a listing of all the cars that you own and iRacing currently offers.

The My Cars page offers a list of all currently available cars. Remember that any three or more pieces of content purchased at the same time will be discounted by 10% and any six or more pieces of content purchased at the same time will be discounted by 20%. Links are provided to expand each car ("plus" sign), to select the car for testing ("Select") and to find a series in which that car can be used in official sessions ("Find Series").

If the car has not been previously purchased, there is also a link to add the car to your cart ("Add to Cart"). If the car is already in your cart, you will see a "View Cart" link. Clicking on a car listing will take you to a detailed description page for that car. Clicking the "plus" sign to expand a car listing shows basic information for that car, such as horsepower, weight and power-to-weight ratio. Also shown are two links: More Info and Paint.

### **My Tracks**

Displays a listing of all the tracks that you own and iRacing currently offers.

The **Tracks Selection** page offers a list of all currently available tracks. Remember that any three or more pieces of content purchased at the same time will be discounted by 10% and any six or more pieces of content purchased at the same time will be discounted by 20%. Links are provided to expand or collapse all track listings at once (Expand All/Collapse All), to expand each track individually ("plus" sign), to select the track for testing ("Select") and to find a series that is running at that track during the current race week ("Find Series").

Many tracks offer more than one configuration. If this is the case, clicking "Select" or "Find Series" will open a dropdown menu to select a particular configuration. If the track has not been previously purchased, a link to add the track, including all configurations, to your cart ("Add to Cart") will appear. If the track is already in your cart, you will see a "View Cart" link. Expanded track listings show the track name, logo, and a link to its official Web site. Also provided are a map of the facility location, configuration maps and "Course Info" links to detailed description pages for each of the track configurations.

### **Customize Paint Schemes**

The **Customize Car** page allows you to change the appearance of your car(s) by selecting from a wide range of patterns and colors. Select the car you wish to paint from the top edit box.

Choose up to three colors from the swatch pad. Each of the three boxes corresponds to a certain part of the paint scheme, depending on the pattern you select.

From the Swatch Pad you can alternate the three color patterns and view it immediately in the pattern preview box. You can also copy the same patterns to each car using the multi-function button.

Choose the color and font style of your number as well as decals for main sponsor and second sponsor. Click the "save" button and you are done. Feel free to come back anytime to change your paint scheme.

\*Note: you cannot save a paint scheme if you are currently registered for a session.

**Customize Helmet** page allows you to change the appearance of your helmet by selecting from a wide range of patterns and colors

Choose up to three colors from the palette. Each of the three boxes corresponds to a certain part of the paint scheme, depending on the pattern you select.

Choose the pattern from the scrolling window - you may want to try several options and/or modify your color choices. Click the "save" button, and you are done. Feel free to come back anytime to change your helmet.

The **Customize Suit** page allows you to change the appearance of your driver's suit by selecting from a wide range of patterns and colors. Choose up to three colors from the palette.

Choose the pattern from the scrolling window - you may want to try several options and/or modify your color choices. Click the "save" button, and you are done. Feel free to come back anytime to change your suit design.

\*Note: you cannot save a suit design if you are currently registered for a session.

### **Results and Stats**

The Stats section of the site offers a wide variety of statistics and results data. The landing page for the section is your personal statistics page. Links on the secondary navigation bar allow you to view results and statistics for other members, including those on your Friends and Studied lists, as well as those for individual Series and Clubs.

**Replays** - This sub menu take you directly to the replay page which has two tabs, one for online replays, the other for testing replays. All replays have several filtering options to make finding your replays faster.

## 8.0 Help

Contains a variety of educational and reference materials to help you. Currently, Resources includes 8 sub menus, Documents and Tools, How to Videos, Sporting Code and Driving School. Brief explanations of each of the documents are provided below. Additional resources will be added to this section periodically.

### **FAQ**

Click on the Frequently Asked Questions link at the top of the main page to bring up a box that answers common questions in many different categories. You can search the FAQ knowledge base by keywords.

### **How-To Videos**

Introductory videos of basic functionality of the web site and starting your iRacing career.

### **Documents and Tools**

This is the educational and reference section of the iRacing.com service. This area of the site contains three primary reference guides: the Quick Start Guide, the FIRST Sporting Code and User Guide. Brief explanations of each are provided below. We will be adding helpful driver development materials to this library in the future, as well as updating the existing documents, so be sure to check back periodically for new resources.

### **Getting Started**

**Quick Start Guide** - Upon joining the iRacing.com service, all new members are presented with the Quick Start Guide to help them download the software and calibrate their graphics settings and controls. The Guide also provides a brief overview of the members' site and the basic structure and rules for competition. While new members must complete the Quick Start Guide by clicking on each page in succession prior to gaining access to the rest of the site, thereafter the Quick Start Guide is available as a non-linear reference for members to consult as needed.

**User Guide** - This document offers a complete explanation of the iRacing.com Member Site and all its different sections, features and functions. The User Guide opens in its own window to allow members to toggle back and forth between the Guide and the site. Formatted as a pdf, the User Guide is also searchable and can easily be printed.

### **Beginners Guide**

A Beginners Guide to iRacing is a common sense, easy to understand guide, not just a nuts and bolts of the service but on the mental approach and sportsmanship that will maximize everyone's enjoyment of what we proudly believe is the world's foremost online race simulation service.

### **Rules and Regulations**

#### **Sporting Code**

The FIRST Sporting Code is the rule book by which all iRacing.com members are expected to abide, as indicated in the Terms of Use and End User License Agreement to which you agreed during the subscription process. Published and maintained by FIRST, the sanctioning body responsible for all internet racing conducted through and by iRacing.com, the Sporting Code presents not only competition regulations but also requirements for member conduct, both on track and off. The Sporting Code is formatted as a searchable .pdf and can easily be printed.

**Unofficial Site Policy**, which offers guidelines for the use of iRacing.com trademarks for Web sites presenting iRacing-related content. This guide also provides a process by which you can request approval to use these marks.

#### **iRacing.com Custom Paint Policy**

The iRacing.com service allows you to custom paint your car. This document details iRacing's policy regarding this feature.



## **iRacing.com Contests and Competition Rules**

This is a general outline of the rules pertaining to eligibility, restrictions, contests and competitions.

## **Series and Racing**

This provides an overview of all the iRacing racing series.

## **Setups and Tools**

**Car Setup Guide** – Created with help from racing experts, this guide offers definitions and helpful advice on adjusting car setup within the iRacing Simulation software.

**Quick Car Setup Guide: Williams-Toyota FW31** – This guide briefly explains a number of key setup parameters on the Williams-Toyota FW31.

## **Create Custom Paint Schemes**

This link points to a post on the forum that contains instructions and custom paint template files that you can use to create your own custom paint schemes.

## **Centripetal Circuit Instructional Guide**

This is an instructional guide on how to properly use the Centripetal Circuit, the iRacing skidpad.

## **Atlas Express Installer**

Provides instructions for Atlas, iRacing's telemetry tool.

## **iRacing Driving School**

This is a nine chapter video series on vehicle dynamics, driving school exercises and techniques; a must-see to make you a better driver. Videos describe the fundamentals of racing like braking, racing line, cornering, starts and passing.

## **File a Protest**

The primary intent of protest system is to discourage - and if need be - penalize intentionally malicious acts that negatively affect members' enjoyment of the service.

## **Support**

The Support link will take you to a page providing the email address [Support@iRacing.com](mailto:Support@iRacing.com) and phone number (781-271-1900) for iRacing.com Customer Support.

## **Contact Us**

Contact Us provides email address links to various iRacing.com departments and functions. These include

- Customer Support - [Support@iRacing.com](mailto:Support@iRacing.com)
- Competition Issues - [Protest@iRacing.com](mailto:Protest@iRacing.com)
- General Questions - [Contact@iRacing.com](mailto:Contact@iRacing.com)
- Media Inquiries - [Kevin.Bobbit@iRacing.com](mailto:Kevin.Bobbit@iRacing.com)
- Partnership Inquiries - [Steve.Myers@iRacing.com](mailto:Steve.Myers@iRacing.com)
- Career Opportunities - [Jobs@iRacing.com](mailto:Jobs@iRacing.com)

## **Crash Reporting**

If the simulator crashes it will produce a .log file in your documents\iracing folder. This file will be time-date stamped and include text information about the fault which may help us find and fix the problem more quickly. When reporting a crash via e-mail to [support@iracing.com](mailto:support@iracing.com) or to the forums, please attach any associated .log file(s), they really help. Not all crashes will produce a .log file, in that case please continue to just report the standard windows crash report information found in the control panel->event viewer.

## **Forum**

The iRacing Forum serves the community as a central meeting place for members. The Forum is segmented into a variety of discussion topics and changes daily as members make posts. Notable sections include iRacing Announcements, where official service announcements are posted, and the Club Discussion areas, each of which are restricted to members of a specific club. The World Cup of iRacing Discussion forum enables you to discuss who you believe will be the next iRacing World Champion. The Forum also offers search and Private Messaging functions. Please refer to the FIRST Sporting Code for information regarding proper conduct in the member forum.

## **Settings**

### **Reset Multiclass Car Selection**

This button will re-enable the car selection popup for all multi-class series. Click it if you previously chose to hide the car selection popup and now you want to drive a different car.

### **Run Graphics Config**

This button will re-run the iRacing graphics configuration utility.

### **Use Steam Overlay**

You may enable this setting to allow iRacing to show your Steam Overlay while in the simulator.

### **Use DirectX 11**

Enable this to use DirectX 11. Disabling will default to DirectX 9.

### **Use IPv6**

Your computer does not have an IPv6 address that is useable by the sim to connect to a server.

### **64-Bit Mode**

If you have issues running the simulation in 64-bit you can disable this setting.

### **Crew / Spotter**

Turn this setting on to allow other people to join your sessions and act as your crew/spotter. You can also use the additional settings below to control who has access.

### **Footer Bar**

#### **iRacers Online, Laps turned, and myRacers Online on the bottom iRacing banner**

There are 6 icons located on the iRacing footer bar that are shortcuts to iRacing Website, SimRacingNews, iRacing Facebook, iRacing Twitter, Instagram and Youtube link.

iRacers Online tells you how many current members are online. Hovering your mouse over myRacers online link will display your friends online. Your online status can be turned on or off by going to the general tab in the settings panel.

Laps turned - This displays a recent snapshot of the total laps run across the service since the start of iRacing.

### **Browser Integrated Text Chat**

This is an opt in feature, so to use it you must go to the Footer bar and selecting "Enable Chat." You must have your online status set as available (chat settings are located on the footer bar chat icon). You must have Integrated Chat Enabled . After enabling or disabling this feature you must reload the browser page or change pages for the change to take effect.

You must have a mutual friend who also meets criteria #1 and #2. (Only mutual friends can chat with one another, see \*Mutual Friends System\* in these release notes.) Also located on the footer bar is a blue notifications button that lights up when you have new notifications.

## 9.0 Hardware Setup

### 9.1 Graphics Configuration

Configure your graphics settings for optimal performance (a tradeoff between frame rate and image quality). Options exist for advanced users to make additional adjustments to their graphics settings once the simulation software is launched either from the Test or Race panel.

Graphics Configuration Wizard – At any time, you can re-run the Graphics Configuration Wizard from the link Settings- Run Graphics Config. We recommend letting the auto configuration wizard choose options before changing any advanced settings.

- Re-running the Graphics Configuration Wizard
- Go to the Settings link on the main navigation bar.
- Select Run Graphics Config
- Click the AUTO CONFIGURE (RECOMENDED) button.
- The window will change to display a progress indicator that monitors the progress of the automatic configuration process.
- A dialog window will appear showing the recommended graphics mode for your system.
- Click the FINISH button to complete the configuration, and the window will close.

### 9.2 Controller Configuration

Section 3 of the Quick Start Guide, provides a description that will streamline the set-up of your steering wheel and pedal assembly. Options exist for advanced users to make additional adjustments to their controller calibration once the simulation software is launched, either from the Test or Race panel. Additionally, whenever new hardware is detected, you will be presented with the Calibration Wizard upon launching the simulation software from the Test or Race panel.

**IMPORTANT:** First, review the installation instructions provided by the manufacturer of your controls and make sure that the controls are properly connected to your computer. The iRacing Calibration Wizard will recognize all controller devices connected to your computer and will then walk you through the calibration process that optimizes the performance of your controls.

Once you are in the sim you will be prompted to 'Configure Controls' - this is where you will setup your wheel/pedal set or gaming controller. Don't worry, we'll walk you through every step with onscreen instructions.

Follow the on-screen prompts starting with Steering Setup. Watch the slider to ensure it moves when you are turning the wheel. Turn your wheel full-lock to the left then full-lock to the right, return to center and click DONE.

To measure your wheel's range, turn your wheel 90 degrees to the left, hold it there and click DONE.

Return the steering wheel to its center position and click DONE.

Fully depress the throttle and release it. Then click DONE.

Fully depress the brake and release it. Then click DONE.

If your pedal set includes a clutch pedal, fully depress the clutch and release it and then click DONE.

If your pedal set does not include a clutch pedal, press "esc" to select auto-clutch.

Activate a button, key or axis for down-shifting cars with sequential shifters and click DONE. Note: Most Steering Controls have paddle shifters. We recommend activating these for use with sequential shifting.

If you have an H-pattern shifter, activate a button, key or axis for each gear, clicking DONE after each. Choose a control to "look left" and click DONE. Note: The default setting is the Z key on your keyboard. Choose a control to "look right" and click DONE. Note: The default setting is the X key on your keyboard. The calibration dialog will close. Click the DONE button located at the bottom right of the window to finish.

### 9.3 Steering Linearity

Your steering wheel needs glasses - A note on steering linearity.

Every one of our cars has a different limit to how far you can turn its 'virtual' wheel, from the meager 336 degrees of the Ford GT to the whopping 970 degrees of the Jetta TDI. At the same time the physical wheel on your desk has its own range of motion. At the very bottom end, some wheels only turn 180 deg. The Microsoft Sidewinder manages 220 deg and the Logitech Momo gets all the way up to 270. Most of the more recent wheels support a full 900 deg of rotation, or more.

As you can see, any wheel but the 900 deg wheels will be unable to turn the car's physical wheel to its lock without some sort of help. To fix this problem we have two separate approaches. At speeds below 30 mph we just change the steering ratio so that your wheel can turn the car's wheels to their full range. This way you can navigate through pit road and turn around on the track after a spin. But at speeds above 30 miles per hour we smoothly switch over to a nonlinear steering algorithm. This algorithm tries to keep your wheel linear (1:1) with the car's steering wheel through the first 50% of your wheel's range. Then as your steering increases we begin to change your steering ratio allowing you to add in more lock while sacrificing some linearity and control over your steering.

Without this non-linearity, it would be difficult for you to drive cars like the Jetta and Solstice when using a 270 degree wheel. But not all cars need their full range especially at high speeds. In some cases you may even want to have a linear wheel with less travel instead. So we added in another adjustment: 'Limit car's lock to lock range at speed.' You can find this setting on the controls tab of the options dialog.

This lets you control the tradeoff between linear steering and having more lock to lock range. By default this is set to a minimum of 360 deg or your wheel's lock-to-lock range if it is higher. But you can adjust it up or down in order to get a little more slide catching lock, or a little more sensitivity in your steering as needed.

## 10.0 In-Sim Navigation

Upon launching the iRacing simulation software, either from the Test or Race panel, you will be presented with the In-Sim User Interface screen, which offers an array of information about the simulation session you are about to join and a set of interactive tabs and buttons that control important in-sim functions.

### 10.1 Quit/Test/Qualify/Time Trial/Race/Warm Up

Appearing in the top-right portion of the page are the options to Enter the session and to Quit the session. The Enter button, which is green and may be labeled TEST, PRACTICE, QUALIFY, TIME TRIAL, WARM UP or RACE (depending on the type of session joined), puts you in the car on pit lane (or the starting grid). The Quit session icon, which is red, opens a dialog box to confirm your choice to quit the session. Confirmation will close the simulation software and return you to the iRacing Members' Site.

### 10.2 Entries / Laps / Info

Appearing at the bottom left are three tabs. The ENTRIES tab will show all drivers currently in the session. This tab includes what club and division they are in as well as their connection info, Ping and Quality. Driver incidents per session are also recorded in this tab.

LAPS tab will record number of laps and times. You can view other drivers' laps/times by clicking on the helmet icon at the bottom of the page.

The INFO tab has session information, including track name, official track information, weather conditions, race details, incidents, races status and track conditions.

### 10.3 Garage

Accessed from a tab in the upper right corner of the In-Sim U.I. screen, the Garage offers information such as tire pressures, temperatures and tire wear for most cars. The Garage function also provides the opportunity to make setup adjustments to modify the handling characteristics of your car. A baseline setup is provided for all cars. Rookie-level cars cannot be tuned. Non-Rookie-level cars can be driven with the baseline setup or tuned. The adjustments available for tuning vary depending on the race car selected. Car-specific setups can be saved, exported in htm format and re-loaded in future sessions. Setups are saved in the "My Documents/iRacing/setups" folder.

By using mouse rollover help is available on setup items in the garage for all the oval track cars, and also on the graphics options screen. The notes tab is for entering notes that get saved with a setup, for all cars.

Setups can be shared by anyone in the session. This option can share to only one driver or anyone in the session. Setup Guide – An iRacing Setup Guide can be found in the Instruction section of the iRacing Members' Site.

## 11.0 Options

The Options tab appears in the upper right corner of the In-Sim U.I. screen, next to the Garage tab. Clicking the Options tab will open a window with six different tabs along the bottom edge: Drive, Options, Graphics, Replay, Sound, Controls. The "landing page" is the Drive screen.

Note: the Options window will open any time the iRacing simulation software detects new hardware that needs to be calibrated.

### 11.1 Drive Tab

The Controls page of the Options screen opens when you click the Calibrate button from within the Quick Start Guide. It also opens any time you launch the iRacing simulation software and new hardware is detected. You can also make manual adjustments to your hardware calibration by clicking the Options tab from the In-Sim U.I. screen. Below is an explanation of the Controls screen.

#### Tilt / Touch Driving

The Sim now supports the ability to drive using a touch screen or a mouse. Reset/exit buttons to driving display when using touch/mouse driving.

Reverse/drive button to driving display when using automatic and touch/mouse driving. The auto pit speed limiter is enabled only when touch driving. The user can turn off the mouse interface while driving (exit/reset/drive/black box next buttons)

The sensor auto-calibrates based on your device orientation at startup, but there is a "recenter" button on the driving screen (also mapped to the 'y' key) that will let you change your orientation at any time. The tilt sensitivity can be adjusted in the black box along with the FFB sensitivity and touch sensitivity. Also, the throttle and brake can be inverted with an option in the setting tab

#### Steering

Lock-to-Lock Range – You can adjust your own lock-to-lock range for driver preference. The lock-to-lock range is the number of degrees that a wheel can physically rotate. Each wheel will vary depending on the model and manufacturer.

#### Map Range at Speed

Map Range at speed, which can be adjusted using the slider located just below the display, sets the ratio of rotation between the physical steering wheel and in-sim steering. The default value is equal to the lock-to-lock range of your physical steering wheel.

#### Brakes

Brake force factor- Click measure to calculate your full brake pedal travel. You can adjust your brake response using the slider.

#### Force Feedback

Force Feedback Strength – Force Feedback is checked only if your wheel is equipped with a Force Feedback feature. The strength of the Force Feedback can be adjusted using the slider underneath the display. It's best for new users to start with a relatively low strength setting (e.g., 10), but you may choose to adjust it up or down as you get accustomed to the simulation.

- FFB wheels now use FFB effect to limit wheels rotation to the rotation of the virtual car. Can be disabled with app.ini [misc] steeringBumpStopDeg = -1, or adjusted to any level of firmness using the same variable.

- New app.ini option [misc] steeringFFBLinearForce=0, setting it to 1 will turn off the boost we apply to small FFB forces giving you true linear FFB force output. This will make it more difficult to dial in your FFB feel, so be careful when applying this.

- New app.ini option [misc] steeringFFBBaseOffset=0 that forces the FFB motors to output a minimum force. This can help tighten up a wheel around neutral, when the drivers have a lot of FFB dead zone. Settings in the 0.05 to 0.15 range are typical (5% to 15%).

### **Gearbox**

The Gearbox section offers the option to select between Sequential and H-Pattern/Direct Selection. Most wheels are equipped with paddles for sequential shifting. Some are available with a shift lever, can be an H-Pattern, Sequential or both. Choose the appropriate gearbox based on your hardware and your personal preference.

### **Shifting Aids**

Auto Clutch – The auto clutch feature allows you to change gears without using the clutch. If your pedal set does not have a clutch or you would like to drive without it, select Auto Clutch by clicking in the checkbox.

Auto Blip – The auto blip feature allows you to downshift seamlessly without worrying about matching the engine RPM to the drive train. This feature can be useful in road races when a user does not feel comfortable “blipping” the throttle during downshifts. Auto Blip is only available when Sequential shifting and Auto Clutch are selected.

### **Driver Aids**

The Racing Line driver aid shows a colorized racing line around the track that is colored red for braking zones, through to green for acceleration zones.

Brake Assistance prevents you from locking up your brakes.

Throttle Assistance prevents you from spinning your wheels.

Driver aids can be enabled or disabled for an online hosted session by the session owner.

iRacing Rookie series allow driver aids, but series of Class D and above do not allow any driver aids.

Use Custom Controls for this car – This now allows you to save controller settings for each individual vehicle by checking the box to the left.

### **Control Assignments**

Look Left/Right – the cockpit look feature allows the driver to look left or look right while racing. This is useful to check blind spots, or to view a car alongside your own.

Click the gray box and then select the buttons on your wheel or keyboard you want to use to activate Look Left and Look Right. You can also choose to animate the transition, moving your field of view from straight ahead to the left or right, by clicking in the checkbox.

Enter/Exit/Tow Car – Sometimes referred to as the reset button, the Enter/Exit/Tow Car button works differently depending on the situation.

Enter – From the main In-Sim U.I. screen, you can get in the car and begin driving by pressing this button.

Exit – If you are in the car at rest in pit lane, you can get out of the car and return to the main in-Sim U.I. screen by pressing and holding this button for three seconds.

Tow Car – If you are on track and would like to return to the pits, once the car is completely stopped, press and hold this button for three seconds. Note: if your car is damaged and you return to the pits, repairs will be made, but you will not gain an advantage in any timed session (for more information on pitting, see the FIRST Official Sporting Code).

### **Input Calibration**

Steering – The steering wheel calibration function allows you to calibrate your steering wheel. If you disconnect your controls from your PC or connect new ones, you should always re-calibrate the wheel before driving. To do so, click the steering button and follow the prompts.

Pedals – The pedals calibration function allows you to calibrate your pedals (as previously experienced using the Calibration Wizard in the Quick Start Guide). If you disconnect your controls from your PC or connect new ones, you should always re-calibrate your pedals before driving. To do so, click the pedals button and follow the prompts.

Gearbox – The gearbox calibration function allows you to select an upshift and downshift control (in Sequential mode) or buttons or axes for each gear (in H-Pattern mode). Click the Gearbox button and follow the prompts.

## 11.2 Options Tab

Units - Dropdown menu for English or Metric

Split Time Delta- Options here for configuring the split time black box while you are in-car. By default this is toggled by the Tab key. In this section you also can display the reference (ghost) car by checking the box.

External Display - This will allow you to control an external display like an extra monitor or driving controls on a cell phone.

Video - Checking this box will give you the ability to capture screenshots or video with a keystroke.

Text Chat - The chat text and system (spotter) messages will display on your screen while driving.

Auto Text Chat - Preassigned keys for default chat messages.

## 11.3 Graphics Tab

Your graphics settings will have been configured automatically by the Graphics Configuration Wizard when you completed the Quick Start Guide. These settings are recommended. If you choose to make manual changes, you can do so from the Graphics tab, which is located next to the Controls tab on the Options screen. Note changes to the graphics options settings do not take effect until you exit the simulation.

### Display

The display section allows you to manually set your screen resolution. The display size selection is an option for full screen mode as well as setting up multiple monitors. Full screen mode allows the simulation to run with a display on the entire screen. Unchecking the full-screen checkbox will cause the simulation to run in a window once the software is restarted.

The UI Zoom drop-down menu allows the user to select a zoom percentage for the user interface.

You can fine tune monitor viewing by adjusting width (including or excluding bezel) and viewing distance.

The Driving Field Of View box allows the user to adjust their point of view from within the cockpit.

Number of screens – This gives you the ability to set your number of monitors and render separately. This may also help your frame rates.

\* Hovering your mouse over each of these display options gives a popup box with a detailed explanation of what each one does.

### Performance

Max Quality/Max Frame Rate – This slider bar allows you to quickly adjust multiple graphics settings based on your desired balance between frame rate and image quality.

Advanced – Clicking this button allows access to additional individual graphics settings, which will change the appearance of your graphics and/or your frame rate performance.

The utilizable texture memory slider allows you to override the default setting, thus dictating to the simulation how much graphics-card memory it may use to store texture maps (the images that the sim uses to paint the cars, fences, pavement guardrail, trees, sky, etc.). This memory setting generally needs to be at least 50MB LESS than the actual amount of physical graphics card memory, since that memory is also used for other reasons.

Custom settings – These dropdown menus allow you to set the levels of detail for cars, Event elements, Grandstands, Objects and Particles. All of these can affect both the quality of immersion and frame rate performance.



Max Cars – Here you can set the numbers of cars viewable on track and replay. The option will affect frame rates.

Frame Rate – These radio buttons (and other related controls) allow you to set a frame rate limit for the simulation software. This setting is primarily useful to reduce the load on the system while helping achieve a stable frame rate. Setting it to a value away from the refresh rate can help reduce tearing without having to enable VSYNC.

Anisotropic Filtering – An advanced setting that allows you to manually select the level of image enhancement apparent at oblique viewing angles.

Render Dynamic Track Data- This option enables or disables rendering of rubber, marbles, and dust on the track. Disabling improves rendering performance.

Render Dynamic Tire Data- This option enables or disables rendering of dirt, gravel, grass, and marbles on the tires. Disabling improves rendering performance.

Shadow Maps – An advanced setting that allows you to select or deselect the first level of object shadows. The shadow algorithm is very CPU-intensive and may have a significantly adverse effect on frame rate, particularly in multi-car sessions. It is recommended that shadow maps only be enabled on high-end systems.

Night Shadow Maps - This option enables the use of shadow maps for night lighting.

Shader Quality- Controls the visual quality from shaders. Higher means more GPU processing is required but better visual quality.

Steering Wheel – Allows you to choose between seeing the steering wheel on screen or not seeing the steering wheel on screen.

Virtual Mirror – Allows you turn on or off a mirror that appears in the center top of your field of view, regardless of the type of car. The mirror view can be adjusted using the arrows to change the viewing angle.

Cockpit Mirror – Allows you to turn on or off the actual in-car mirror of the chosen vehicle. In some vehicles, these mirrors are located on the left and right sides of the car. Others are located in the same place as a rearview mirror on a passenger car. Cockpit mirrors require much more computing power than the virtual mirror and are therefore only recommended for high-end systems.

Higher Detail in Mirrors – Allows you to select or deselect additional detail in the mirror view(s).

Headlights on track in mirrors- Allows you to see headlights from cars in your mirror.

Far Terrain – An advanced setting that allows you to select and de-select the far terrain option. When selected, additional terrain outside of the immediate confines of the racetrack will appear on screen.

Trilinear Filtering - This option helps blend pixels of images where texture maps applied to polygon surfaces are used. Checking this box could affect frame rates.

2048 x 2048 Car Textures - Allows you to see crisper, cleaner car graphics. This setting should only be enabled on graphics cards with at least 512MB of memory.

Hide car number while testing - Use this option to hide the car numbers and sponsor decals when in a lone testing session. This will enable you to paint over the numbers and decal areas with your own graphics.

\* Hovering your mouse over each of these display options gives a popup box with a detailed explanation of what each one does.

#### **11.4 Replay**

This interface gives you the option to set different graphic settings for replay mode. Same settings as race graphics but only used in replays. (see Graphic Options above)

Replay spooling allows saving longer replays if computer memory allows. A new selection in Replay options is the "ask to save replay on quit" box. Checking this will enable a box to come up when exiting a session and prompting you to save the replay or X out.

"Ask to save replay" will prompt you to save replay on exit.

\* Hovering your mouse over each of these display options gives a popup box with a detailed explanation of what each one does.

#### **11.5 Sound**

Simulation- The Device selection option allows you to select your system output device or sound card to which your speakers are connected.

Surround Sound – Allows you to select or de-select the surround sound effect, depending on your sound card and speaker specifications, as well as personal preference.

Sound Levels - Allows you to control the different levels of sound in engines, tires, crashes and wind.

#### **Voice Chat**

The iRacing service enables you to communicate with fellow racers. If you have a microphone connected to your PC and would like to use Voice Chat, click the checkbox on the Controls screen.

Playback allows you to select the system output device through which incoming voice messages will be transmitted.

Mic – Allows you to select the system input device through which your voice messages will be transmitted.

Notification - Lets you select the size of text displayed on screen from person talking

Push to Talk – The push-to-talk button opens the radio link to other members.

Press and hold the button when you wish to speak. To assign a Push-to-talk control, click the gray box and select the button on your wheel or keyboard you would like to use for this function.

Louder – Click on the gray box to select a button on your wheel or keyboard that will increase the volume of the sound you hear through voice chat.

Quieter – Click on the gray box to select a button on your wheel or keyboard that will decrease the volume of sound you hear through voice chat.

Mute – Click on the gray box to select a button for muting. You will still see notifications of who is talking when muted. The notifications display for a few moments after someone stops talking, making it easier to tell who was speaking. The current volume will be displayed when adjusting the volume. A small notification is shown when you are transmitting and when adjusting the volume even if you have voice chat notifications set to 'None.'

Mute Driver – Click here to assign a button to mute an individual driver.

**Spotter**- Enable Spotter allows you to enable spotter sound. This is off by default.

Device – The Device selection option allows you to select your system device or sound card to which your speakers are connected.

Display – Allows you to choose Voice and text, Voice only or text only.

Chattyness – Allows you to select how active the spotter voice will be.

Voice Pack – Allows you to choose optional voice packs that you have downloaded. You'll need to restart the sim for these to take effect.

## 11.6 Controls

In-Car Systems- This section enables you to map different chassis settings to a key on your keyboard. Click gray box and press keyboard to map the setting.

Starter – Click in the gray box and select the button on your wheel or keyboard that will function as a starter for the engine.

Pit Road Speed Limiter – Mapping this setting to the keyboard will enable a pit road speed limiter. This setting is only applicable to cars that have speed limiters.

Push to Pass- DW12 P2P button.

DRS - The DRS stands for "Drag Reduction System" which enables an F1 car to open its rear wing to limit the downforces on the car. This increases the car's theoretical performance and (in theory) facilitates overtaking.

### Other Controls

Other Controls provides a list of additional key-stroke shortcuts that control various aspects of the in-sim experience.

Text Chat - Lets you assign a key to enable in-sim chat box to come up.

Increase/Decrease Driving FOV – Adjusts your field of view forward or back within the cockpit.

Hide Speed/Gear Display – Allows you to turn on or off the speed/gear display in the lower left of the in-sim driving screen.

FPS/Net Display – Allows you to turn on or off the frames-per-second and internet performance display in the upper right corner of the in-sim driving screen.

Black Box Controls - Allows you to configure "F" buttons for lap times, standings, relative, and pit stops.

## 12.0 Splits / Deltas

Splits/Deltas - Gives you the ability to view Splits/Deltas in sim while driving. Splits/delta key is a mappable control in the Options screen; default behavior is the TAB key.

Sector split times and deltas are available for use as a driving training and improvement tool. In the driving screen, use the Tab key to cycle comparison modes.

This mechanism is intended to be a driver learning aid to help you figure out how to drive more consistently and faster. As such, it's purely "client side" and has no communication of any kind with anyone else. It has nothing to do with race control or scoring. You won't be able to see anyone else's splits or deltas. Think of it as running a timing box on the dash of your car while you're out on track.

A track is divided into multiple sectors. The Split/Delta system keeps track of your best efforts through each sector. If you do anything in a sector that is "bad", such as gathering any kind of incident point, triggering a gained time, or spinning, or driving backwards, or whatever, then that sector is marked as not being valid (or might even be completely thrown out!). When a sector or lap is considered invalid it will show a \* in front of the sector or lap time. This is actually a more strict check than how race control keeps track of best laps of a session, so you may sometimes see your event results reporting a faster fast lap than the Split/Delta tool recorded.

All ovals have a single split at the half way point, giving two sectors. Road courses have split points defined in places where it makes sense - a few corners followed by a straight - so that each independent element of the track can be separated for analysis.

Currently the system has 7 display modes that you can cycle through with the Tab key:

1 - No display. But it is still quietly storing all your information in the background anyway.

2 - Versus your Overall Best Lap. The Delta compares against the best ever lap you have ever driven. If you have not yet completed a best lap, it will compare against the optimal sectors that you have registered so far.

3 - Versus your Overall Optimal Lap. The Delta compares against the best sectors you have ever driven combined together, representing your current "perfect" lap.

4 - Versus your Overall Optimal Sectors. The Delta compares against the best sectors you have ever driven, but the Delta resets to zero at the beginning of every sector.

5 - Versus your Session Best Lap. The Delta compares against the best lap you have ever driven. If you have not yet completed a best lap, it will compare against the optimal sectors that you have registered so far.

6 - Versus your Session Optimal Lap. The Delta compares against the best sectors you have ever driven in this session combined together, representing your current "perfect" lap of this session.

7 - Versus your Session Optimal Sectors. The Delta compares against the best sectors you have ever driven in this session, but the Delta resets to zero at the beginning of every sector.

On the Replay screen there is a small "Splits" tab in the lower right. Opening this tab will give an overview of your current splits for this car and track combination. You can view your overall or session optimal and best split and lap times. You can click on an optimal sector or the optimal lap or best lap to select that item, then use the Clear or Replace buttons to clear the selected item, or replace the selected item with sectors or laps. Eg: you can clear your overall optimal lap, or replace your overall optimal lap with your session optimal lap or overall best lap.

## 13.0 Replay Controls

Replay controls are located in the lower-center portion of the main In-Sim U.I. screen. Note: During a replay pressing the space bar will remove the upper and lower navigation bars from the main In-Sim U.I. screen, allowing for a clean, full- screen image (for screenshots or video capture).

Car Selection – Located in the lower left corner of the main In-Sim U.I. screen, the Car Selection box shows a helmet with the driver’s name below it and two arrows on either side. Clicking these arrows allows you to switch between replays for each driver in the session.

Steering Wheel Input – Shows the steering input for the driver currently being viewed.

Pedal Input (Clutch, Brake, Throttle) – Shows the pedal inputs for the driver currently being viewed.

Position/Speed/Last Lap – Shows the running position, speed and last lap time for the driver currently being viewed.

Slow Motion – Allows you to slow the replay. Each click of the Slow Motion button makes the replay slow down more.

Reverse to Beginning – Allows you to reverse the replay to the beginning of the buffer.

Reverse by Frame – Allows you to reverse the replay frame by frame.

Rewind - Allows the user to rewind the replay at normal rate. Each click of the Rewind button increases the speed of rewinding.

Play-Pause – Allows you to play or pause the replay at any point in the replay buffer.

Fast Forward – Allows you to fast forward the replay. Each click of the Fast Forward button increases the speed of the replay.

Forward by Frame – Allows you to forward the replay by one frame per click.

Forward to Beginning – Allows you to forward the replay to the beginning of the buffer.

Save Replay – Allows you to save the current replay buffer.

Lap Counter – Allows you to select between laps in the replay buffer.

Camera View (Cycle and Selection) – Allows you to cycle through the replay views, or to select a particular view.

Wrench/Hammer – Brings up a replay edit box that allows you to save whole replay or splice part of the replay. Live session timing is also in the replay box.

Entries – Lists the drivers in the particular race.

Laps – Lists laps times for selected driver.

Warmup – Lists lap times during practice race.

Grid - displays the order drivers will start race—fastest to slowest qualifying times.

Race - lists drivers in race and their finish times.

Options - (Top right main In-Sim page) Controls, Graphics, Sound, Other.

### **13.1 Camera Editing Tool**

Camera- In replay mode only, pressing control-F12 will bring-up the camera editing tool screen. From here you can configure your own set of cameras.

Camera tab lets you make a new camera with the settings you prefer. You can see a visible camera when viewing the camera itself (alt-Q) in the camera tool. It makes it easy to place cameras exactly where you want them.

Group- Allows you to edit a whole group of default cameras or create your own group. Camera ranges can overlap so more than one camera can have a shot at the same time; hitting "b" or "shift b" cycles to the next/previous camera in a group.

Config - This is where you can map your keys to different camera configuration.

## 14.0 On Track Controls

When you are on track, you can cycle through a variety of informational screens using certain function keys. These information screens will appear in the lower right corner of your field of view. Some of the information presented on each of these screens may vary slightly depending on the type of session in which you are participating (Test, Practice, Qualify, Race and Time Trial).

### F1 - Lap Timing

Current Lap - Displays the current lap number.

Total Elapsed Time - Displays the total elapsed time in the current session.

Current Lap Time - Displays your current lap time.

Last Lap Time - Displays your previous lap time.

Best Lap Time - Displays your best session lap time.

### F2 - Standings

Place - Displays the positions of all session participants based on running order. This list will include each driver's helmet and name.

Overall Distance Behind/ Fastest Lap Time - Displays the overall distance behind the leader if in a race session, or in non-race sessions, the fastest overall lap time for each driver. The up/down arrow keys will allow you to view further up/down the standings.

### F3 - Relative

Place - Displays the overall position of the drivers closest to you on the track, including their helmet and name.

Distance Behind - Displays the gap in seconds between you and a particular driver.

Colors - Your car and the Pace Car are shown in Gold. Cars on the same lap as you are listed in White. Cars that have lapped or are lapping you are shown in Red. Cars that you have lapped or are lapping you are shown in Blue. The up/down arrow keys will allow you to view further up/down the relative order display.

Cars on pit lane are dimmed in the F3 box

Additional F keys in Race, Qualifying and Time Trial sessions.

### F4 - Fuel

The fuel display allows you to specify the amount of fuel you wish to add. This differs from the garage fuel setting, which only sets the amount of fuel that will be in the tank when you get in the car. The pit display amount is simply added to the current level in the tank, stopping when the amount requested has been added or the tank is full, whichever comes first.

The fuel display also shows the fuel remaining and an estimate of the number of laps remaining. The engine will likely start to starve before this reaches zero. The estimate is a running average, so it's best to check it at the same point each lap, as it varies from place to place.

The amount to add will automatically be set to max fuel once you leave pit road, and the checkbox is checked. That way, nothing needs to be done in order to refuel on your next stop. If you don't want to refuel, you will need to either lower the amount to add, or clear the checkbox.

### F5 - Tires

The tire pressure that is adjusted on the pit display is the cold pressure, just as in the garage. You may ask for a tire pressure change only, not a tire change, by changing the requested cold pressure and clearing the checkbox.

The change tire checkbox is automatically checked for all four tires once you leave pit road. This way, your tires will be changed automatically on your next stop. If you don't want to change tires (or don't want to change a specific tire), you must clear the checkbox for each tire you do not want to change.

#### F6 – Tire Info

Displays each inside, middle and outside tire temp for the last set of tires taken off the car; also shows the wear percentage of each tire. Take note: These are not readings from the current set of tires on the car.

#### F7 – Pit Stop Adjustments

Allows a chassis setting to be adjusted on a pit stop. What type of specific adjustment varies depending on the car. This can be set while on track but these adjustments are only made on the pit stop.

#### F8 - In-car Adjustments

This allows the driver to adjust chassis settings while on track. Unlike pit stop adjustments, these changes take effect immediately. The type of adjustments allowed varies depending on the car.

#### F9 – Mirror Adjustment

Right and left side mirror adjustment of the yaw and pitch of cockpit mirrors.



## 15.0 In-Sim Chat Box

Chat - The Chat information box appears on the bottom right of the page. By clicking the chat tab, you can enter text into the main session chat. This box will expand when you click the Up arrow in the upper right of the box.

By typing /# and a particular car number, a member can send a private text message directly to another driver.

While on track, you can initiate a text chat by pressing the "t" key. All chat will appear in the upper-center portion of the screen.

Voice Chat is also available and can be activated from the "Options" tab on the main In- Sim U.I. screen.

Pressing 'r' from either the driving screen or the session screen responds to the last person who private messaged you.

### Administrative chat commands

!help [<command>] !? [<command>]

- Print list of commands available, or list additional information about individual commands

!admin <driver> [<message>]

- give other drivers admin privileges

!nadmin <driver> [<message>]

- remove admin privileges from driver

!remove <driver> [<message>]

- Remove a driver from the race, permanently, can remove spectators as well.

!yellow [<message>]

- Throw a yellow if not already active

!waveby <driver> [<message>]

- Move car up to next lap and send to the end of the pace line

!advance [<message>]

- Advance to next session (qualify to grid, etc)

!chat [<driver>]

- enable chat for all drivers

- if driver is specified, re-enable chat for that driver.

!nchat [<driver>]

- disable voice/text chat for all drivers except administrators

- if driver is specified, disable chat for that specific driver only

!black <driver> [time] or [L(laps)] - give a driver the black flag

default is a stop and go, optionally specify time or laps to hold

!dq <driver> [<message>]

- Disqualify a driver from the race, but do not remove them from the server

!eol <driver> [<message>]

- Move driver backwards to end of pace line

!clear <driver> [<message>]

- clear all pending or active black flags, dq's or eol's for a driver

/# <car number> Send driver a private message

R From either the driving screen or the session screen; responds to the last person who private-messaged you

/rc <message> Send a message to the admins for the current event (/rc is short for race control)

/all <message> (admins only) Sends a chat message to all drivers even if chat is disabled

== Notes ==

[<message>] is an optional message that will be broadcast to all the users.

So the command '!remove #32 Banning for reckless driving' would send out the notification: '#32 was removed from the system. Banning for reckless driving.' to all drivers.

Wherever you see a <driver> the form is one of the following:

name[.name]

#<car number> <car number>

- Name represents the beginning portion of a name so bob matches on bob or bobby
- you can string together multiple names using '.' to replace spaces so b.brown could match 'bob brown'
- Names must be specified sufficiently to give a unique result.
- If two names conflict but one is an exact match than that name is used. This is so bob.brown and bobby.brown can be differentiated.
- the # symbol is optional to help make things faster.

## 16.0 Spotting

- Spotting allows members to join sessions and act as another driver's spotter through various voice chat channels. You can spot through the myRacers page, Spectator Sessions, or through the myRacers popup. Enable spotting in the settings panel under "General Settings." Here, you can also control additional spotter privacy settings.
- Select "Anyone can be my spotter," and any iRacing member can spot for you.
- Select "Only friends can be my spotter" to restrict access to just your friends.
- Enter a password to restrict access to those who have your spotter password. Regardless of what you choose, with this option anyone who wants to spot for you will need your password.
- To join as a spotter, if the driver you want to spot for has a password, you must enter that password before you can spot. If a session has a password and the driver you want to spot for does not, you must enter the session password before you can spot. If a session has a password and the driver you want to spot for has a password, enter the driver's password to spot.

Spotters are participants in the session, just like drivers. Spotters are there to help the driver do their best during the session. They are not "neutral observers", like spectators. Therefore, once you have registered for a session as someone's spotter, you have committed yourself to that driver for the entire session. You cannot disconnect, withdraw from the session, and then re-register for the session as a spectator, as someone else's spotter, or as a driver yourself.

You and your spotters can communicate with each other using your race radio on a channel that is dedicated to your team (see the Radio section). You will not see or hear the communications made between other drivers and their spotters on their team channels, nor will they see or hear the communications within your team on your team channel.

You can have up to six people connected to the server on your team at one time - the driver and five teammates. Over the course of the session you can have up to around 60 different people connect to the server as your teammates, but never have more than six connected at once. If a seventh person tries to connect they will be rejected, and the original six will be informed of this. You can then decide whether one of you should disconnect to allow this other person to join. While it is unlikely anyone will use this capability to the extremes for spotting, it is good to be aware of this restriction as additional features become available in future build.

You will see a [Start Spotting] or [Stop Spotting] button on the Session screen if you are registered as someone's spotter. Clicking on [Start Spotting] declares your intent to spot for the driver and will change the button to [Stop Spotting]. Clicking on [Stop Spotting] declares your intent to cease spotting for the driver. As long as any one person on the team is connected to the session and has declared their intent to spot, the computer-generated spotter's voice will be disabled, and the computer spotter will only give high priority messages via text chat. Some of the computer-generated spotter's messages have been adjusted from low to medium as a part of this feature. If there is nobody that you could possibly spot for (the team's driver is currently disconnected), the button will be grayed out.

## 17.0 Radio

The new radio is a combination scanner and transmitter.

The scanner will automatically scan through all of the channels that are programmed into the radio. The scanner can have up to 32 channels.

The transmitter will be set to transmit on one of these channels. Any text chat or voice transmissions you make will be on the channel the transmitter is set to. You can assign a key or button to the "Next Channel"/"Previous Channel" controls on the Options/Sound screen. You can use these controls to cycle the transmitter through the set of channels that are programmed into the radio. The channel your transmitter is set to is displayed on the replay and driving screens, above the L/Q/S/P meters. The transmitter-channel indicator will blink each time your radio's configuration is changed.

A channel is identified by its name. Channel names begin with the @ symbol, and can include letters, digits, and the - (dash) symbol. Channel names are converted to all upper case letters, and so they are not case sensitive. Channel names can be up to 15 letters long, including the leading @ symbol.

Channels have levels of permission. Only a certain set of people are permitted to talk on a channel, and a different set of people are permitted to scan (listen to) the channel. If you are not permitted to talk on a particular channel, it will be skipped when you cycle your transmitter to the next/previous channel.

There are some predefined channel names:

@ADMIN - Anyone who has admin privileges on the server can scan and talk on this channel. This channel is intended to allow server admins to talk among themselves, without others on the server listening in.

@RACECONTROL - People with admin privileges on the server can talk on this channel. Everyone on the server will scan this channel. It is intended as a way for the server admins to communicate with everyone on the server at once ("I'm going to throw a competition-caution on lap 30").

@DRIVERS - This is roughly the equivalent of the "old" radio. All drivers can scan and talk on this channel.

@SPECTATORS - Anyone can scan and talk on this channel, but it is only pre-programmed into the radio for spectators. Spectators can now text and voice chat among themselves, without interrupting the drivers.

There are some predefined channel names that actually map to many distinct channels internally:

@CLUB - There will be a separate channel for each club. Drivers can only scan and talk on their own club's channel.

@TEAM - Each team will have its own channel. Only people that connect to the server as part of your team can scan and talk on your team channel.

@PRIVATE - Each person who connects to the server will have their own private channel. You must scan your own private channel. Private text chat messages are sent to you on your @PRIVATE channel. Anyone can private text chat to you, and only server admins can voice chat to you.

Server admins can always scan and talk on any channel, provided they know the channel name.

Your radio will come pre-configured with a particular set of channels, depending on how you registered for the server, and your rights on the server:

- If you are a driver in the session you will scan the @DRIVERS, @TEAM, @CLUB, @RACECONTROL, and your own @PRIVATE channels.

- If you are a spotter for a driver in the session, you will scan the @TEAM, @RACECONTROL, and your own @PRIVATE channels.

- If you are a spectator you will scan the @SPECTATORS, @RACECONTROL, and your own @PRIVATE channels.

- All server admins will scan the @ADMIN channel.

Since it would be difficult to understand what is being said if several people talk at the same time on different channels, you will only hear one person speaking at a time. The radio channels have priorities. Your radio will automatically silence someone speaking on one channel if someone starts speaking on a higher- priority channel. For example, if you are hearing someone speak on @DRIVERS and one of your teammates starts talking on your @TEAM channel, your teammate's message will take priority. Channels are ordered as follows, from highest to lowest priority:

@ADMIN  
@RACECONTROL  
@PRIVATE  
@TEAM  
@<user created>  
@CLUB  
@DRIVERS  
@SPECTATORS

You can also create your own channel and add it to your radio (see the @add command, below). If you give the name of this channel to others, they can also add the channel to their radios, and you can then all talk to each other. Just be aware that anyone who knows (or guesses) your channel name can add the channel to their radio and/or join the conversation (or just listen in).

In addition to the next/prev channel controls, some text chat commands exist that can be used to alter your radio. You enter these commands as if you were going to transmit a text chat message. You can enter these commands no matter what channel your transmitter is set to - the commands are intercepted and acted on without actually being transmitted. These commands are signaled by starting your text chat message with the @ symbol.

@help

Will list the radio commands.

@help cmd (for example @help list)

Will give you more information about a specific command.

#### @list

Will list the set of channels that are programmed into your radio. Each channel will be preceded by up to 4 letters, indicating some properties about the channel.

"s" means that the channel is being scanned by your radio's scanner.

"t" means that you can transmit on this channel.

"m" means that you have muted this channel.

"a" identifies the channel your transmitter is set to (the "active" channel)

#### @add <name>

Will add the specified channel name to your radio, and switch your transmitter to that channel. For this and all the other radio chat commands where you specify a channel name, you can include the @ on the name (@add @lizard), or not (@add lizard). Both will work.

#### @remove <name>

Will remove the specified channel from your radio. Some channels cannot be removed.

#### @transmit <name>

Will switch your transmitter to the channel. If you do not have permission to transmit on the channel, the transmitter will not be changed.

#### @mute <name>

Will mute the channel. You will no longer see any text chat, or hear any voice chat sent on the channel. Some channels cannot be muted.

#### @unmute <name>

Cancels muting on the specified channel.

#### @noscan

Turns off scanning for any channels on your radio that you are allowed to mute. Some channels, like @RACECONTROL, cannot be muted, and will still be scanned.

#### @scan

Turns scanning back on.

None of the changes made to your radio using the chat commands are "sticky." They are forgotten each time you exit the simulati

