



OFFICIAL USER GUIDE

Table of Contents

1.	Home Page.....	7
1.1.	Announcements.....	7
1.2.	Service Status.....	7
1.3.	What’s Hot - Race, Qual, TT.....	7
1.4.	What’s Hot – Open Practice	8
1.5.	Talking Points.....	8
1.6.	Region Standings	8
1.7.	Reigning Champs	8
1.8.	Your Recent Series	8
2.	Site Utilities.....	9
2.1.	View Cart	9
2.2.	My Account.....	9
2.3.	Promotions	11
2.4.	FAQ	12
2.5.	Support	12

- 2.6. Contact Us..... 13
- 2.7. Logout 13
- 2.8. Driver Lookup 13
- 2.9. Member Information 14
- 2.10. MPR – Minimum Participation Requirements..... 14
- 2.11. PING 14
- 2.12. Calendar 14
- 2.13. Updates Available/Required..... 15
- 3. Main Navigation Bar 16
 - 3.1. Race Panel..... 17
 - 3.1.1. Current Series..... 17
 - 3.1.2. Current Track 17
 - 3.1.3. Current Car 18
 - 3.1.4. Status Area 18
 - 3.1.5. Select Session 18
 - 3.1.6. Test Car on Track..... 19
 - 3.2. Test Panel 19
 - 3.2.1. Testing..... 19
 - 3.2.2. Current Test Track..... 19
 - 3.2.3. Current Test Car 20
 - 3.2.4. Status Area 20
 - 3.2.5. Test Drive 20

- 3.3. Home 21
- 3.4. News 21
- 3.5. Reference..... 21
- 3.6. Series 22
- 3.7. Cars 23
- 3.8. Tracks..... 23
- 3.9. myRacing 23
 - 3.9.1. myProfile 24
 - 3.9.2. myRacers..... 24
 - 3.9.3. Customize Cars..... 25
 - 3.9.4. Customize Helmet..... 25
 - 3.9.5. Customize Suit..... 26
- 3.10. Events 26
- 3.11. Replays..... 26
- 3.12. Stats 26
 - 3.12.1. Personal..... 26
 - 3.12.2. Friends..... 27
 - 3.12.3. Studied 27
 - 3.12.4. Series 27
 - 3.12.5. Regional..... 27
 - 3.12.6. World Records..... 27
 - 3.12.7. Drivers 27

- 3.13. Forum..... 28
- 3.14. Chat..... 28
- 3.15. Store 28
 - 3.15.1. Wheels and Pedals 28
 - 3.15.2. Driver Development Package..... 28
 - 3.15.3. Gear..... 29
 - 3.15.4. Gift Certificates 29
- 4. Hardware Setup..... 29
 - 4.1. Graphics Configuration 29
 - 4.2. Controller Configuration..... 30
- 5. In-Sim Navigation..... 32
 - 5.1. Quit/Test/Qualify/Time Trial/Race/Warm Up..... 32
 - 5.2. Session Info..... 32
 - 5.3. Garage..... 32
 - 5.4. Options 33
 - 5.4.1. Controls..... 33
 - 5.4.1.1. Controller Options..... 34
 - 5.4.1.2. Force Feedback 34
 - 5.4.1.3. Gearbox..... 34
 - 5.4.1.4. Shifting Aids 34
 - 5.4.1.5. Control Assignments 35
 - 5.4.1.6. Input Calibration 36
 - 5.4.1.7. Voice Chat 37
 - 5.4.1.8. Spotter 37

- 5.4.1.9. Notification 37
- 5.4.2. Graphics 37
 - 5.4.2.2. User Interface..... 38
 - 5.4.2.3. Performance..... 38
- 5.4.3. Sound 41
 - 5.4.3.1. Simulation 41
 - 5.4.3.2. Voice Chat 42
 - 5.4.3.3. Spotter 42
- 5.4.4. Other 42
 - 5.4.4.1. Units 42
 - 5.4.4.2. Other Controls..... 42
- 5.5. Session Timer 43
- 5.6. Entries 43
- 5.7. Laps 43
- 5.8. Chat..... 43
- 5.9. Replay Controls..... 44
- 5.10. On Track Controls 45
 - 5.10.1. F1 – Lap Timing 46
 - 5.10.2. F2 - Standings 46
 - 5.10.3. F3 - Relative..... 46
 - 5.10.4 F4 - Fuel - 47
 - 5.10.5 F5 – Tires – 48
 - 5.10.6 F6 – Tire Info - 48
 - 5.10.7 F7 – Wedge –..... 48

6.	iRacing World.....	48
6.1.	Home Page.....	49
6.2.	My Home	49
6.3.	Videos	49
6.4.	Audio.....	49
6.5.	Photos.....	49
6.6.	Blogs.....	49
6.7.	Members.....	49
6.8.	Groups	50

1. Home Page

1.1. Announcements

1.1.1. Located on the left side of the member home page, the Announcements section features information pertinent to all iRacing members and is updated regularly.

1.2. Service Status

1.2.1. Located on the right side of the member home page, the *Service Status* box alerts the member to any updates and changes that need to be made to the software. Currently there are four different headings that may appear, depending on the status of an individual's service.

- *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).

1.3. What's Hot - Race, Qual, TT

1.3.1. The *What's Hot* section displays the series in which drivers are currently registered. Drivers currently taking part in sessions are not included in the totals shown. These series are listed such that the series with the most current registrants appears at the top. Clicking on a series will direct the user to the series sessions page. If no series are currently active, the notification "No drivers registered in upcoming sessions" will appear.

1.4. What's Hot – Open Practice

1.4.1. Drivers currently in the Open Practice sessions are shown in the reg column. You will see the number of drivers in these practice sessions along with how much time is left in the session. Hovering your mouse over the helmet icon will show you the names of drivers currently in the practice session. Open practice may be joined at any time during the session.

1.5. Talking Points

1.5.1. The *Talking Points* section provides a quick and easy way to join the “General Discussion” chat room and the three most active chat rooms on the service at the moment. To join a chat room, simply click on its name under the Chat Room column and you will automatically be connected. Bear in mind that while *Talking Points* is an easy way to join the most popular chat rooms, other chat rooms may be active as well, so be sure to visit the *Chat* page to view the other rooms available.

1.6. Region Standings

1.6.1. The *Region Standings* section displays an overview of the clubs’ point standings. For more information regarding points and scoring please refer to the *Sporting Code*, which is available from the *Information* page.

1.7. Reigning Champs

1.7.1. The Reigning Champs section displays the most recent Champion in each series along with points scored. This data can be sorted by year and the season as well as Race type and Division.

1.8. Your Recent Series

1.8.1. *Your Recent Series* provides you with an overview of your recently run series. Links to each series’ statistics, sessions, and schedule are provided. The *Your Recent Series* section makes finding a session quick and easy.

2. Site Utilities

2.1. View Cart

2.1.1. Clicking the *View Cart* 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.

2.1.2. The View Cart secondary navigation bar includes links to *Home*, *Cars*, *Tracks* and *Series*, in case you would like to return to any of these sections of the site to continue researching or shopping.

2.2. My Account

2.2.1. The *My Account* home page is available via a link at the very top of the screen. It displays your account information. On the left side of the screen are seven links to navigate within the *My Account section*. Also visible on the My Account Home page are:

- Member Info: Shows your member ID number, member name and inception date of initial membership.
- Subscription Information: includes subscription type, status, price and next billing date.
- Credits: Shows any credits available to be used to purchase content or renew your subscription.
- Billing and Shipping Information: Shows the credit card billing address, shipping address, card type, expiration date and the last four digits of the credit card number associated with this account.
- Preferences: Allows you to set preferences for how iRacing.com™ Dollars will be used and select the type of internet connection you have.

2.2.2. The Order History shows the date, order number, status, price and details of all iRacing purchases associated with this account.

2.2.3. The Change Subscription section provides a description of your current subscription type and enables you to renew early, selecting a different type of subscription – longer-term subscriptions offer decreased monthly membership fees and additional iRacing Credit, which can be applied to the extension of your membership or the purchase of additional content. You cannot modify your existing subscription except to cancel the auto-renew function, causing the subscription to end on your next expiration date. Whether you choose the same subscription term or a different one, early renewal will simply add the new subscription onto your existing one, extending your expiration date by the length of the new subscription term. The following is a listing of the current subscription choices:

- **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. Includes a US\$2.50 iRacing credit which can be used at your next subscription renewal or towards the purchase of additional cars and tracks.
- **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. Includes a US\$10.00 iRacing credit which can be used at your next subscription renewal or towards the purchase of additional cars and tracks.
- **6-MONTH:** A six month contract that automatically renews. Includes the cars and tracks used by the Rookie and Advanced Rookie series in both Oval and Road categories. Includes a US\$25.00 iRacing credit which can be used at your next subscription renewal, or towards the purchase of additional cars and tracks.
- **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. Includes a US\$60.00 iRacing credit which can be used at your next subscription renewal, or towards the purchase of additional cars and tracks.

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

2.2.4. Update Billing

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.

2.2.5. Change Password

To change your password, type in your current password in the first field. Then type in a new password in the second field and confirm it in the third. Passwords must be 5 – 32 characters long and ARE case sensitive.

2.2.6. Change Email

To change the email address associated with your account, type in the new email address in the first field, confirm it in the second, and then authorize the change by entering your current password in the third field.

2.2.7. Cancel/Renew Membership

To cancel your membership, click “Cancel Auto-Billing.” Your account will remain active until the end of your current billing cycle. No refunds or partial refunds will be issued.

2.3. Promotions

2.3.1. The Promotions link at top of the main page provides you with an overall view of cost saving offers. The subscription renewal analysis shows cost savings for different lengths of subscriptions. Cost analysis puts it into graphic form. The referral reward program is also explained in detail on this page.

2.4. FAQ

- 2.4.1.** 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. This is very helpful for new members.

2.5. Support

- 2.5.1.** The *Support* link at the top of each page functions differently depending on what part of the site you happen to be in when you click the link. If you are in the My Account section, which is visible to members and non-members alike, the Support link will take you to a page providing the email address Support@iRacing.com and phone number (781-271-1900) for iRacing.com Customer Support.
- 2.5.2.** If you select Support from anywhere other than the My Account section of the site, the Support home page will open in a new browser window. From this page, you can email support by selecting your topic of interest from a drop-down menu and/or typing an email to Support and clicking “Send” at the bottom of the page. On the left side of the Support home page are links to the iRacing.com Knowledge Base (see information below) and Quick Start Guide (see section 3.5.1.1 for more info).
- 2.5.3.** The iRacing FAQs and Knowledge Base can be found by clicking the iRacing Knowledge Base link from the Support home page or by clicking the FAQs link, which appears among the Site Utilities links at the top of all pages except those in the My Account section.
- 2.5.4.** The iRacing FAQs and Knowledge Base, otherwise known as Online Customer Support, allows you to search for helpful information by using keyword search, selecting a category or browsing help topics. The page also includes a glossary of terms, a listing of the ten most popular help articles and the five most recently added help articles.

2.6. Contact Us

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

- 2.6.1.1. Customer Support – Support@iRacing.com
- 2.6.1.2. Competition Issues – Protest@iRacing.com
- 2.6.1.3. General Questions – Contact@iRacing.com
- 2.6.1.4. Media Inquiries - Steve.Potter@iRacing.com
- 2.6.1.5. Partnership Inquiries – Steve.Myers@iRacing.com
- 2.6.1.6. Career Opportunities – Jobs@iRacing.com

2.7. Logout

2.7.1. 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 log-out link provided. Logging out will disable the Auto Login feature for this computer.

2.8. Driver Lookup

2.8.1. 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.

2.9. Member Information

Member information is displayed on the right side of the header at the top of most pages within the iRacing.com site. Included are your user name and competition license information. You may switch between your category-specific license information by clicking on Road or Oval. When you do, you will see your current license level and Safety Rating, as well as your iRating and ttRating, for whichever category is selected. Please note, iRatings and ttRatings are not displayed for Rookie license holders. For more information on competition licenses, Safety Ratings, iRatings and ttRatings, please refer to the FIRST Sporting Code, which is available from the Instruction link on the iRacing Members' Site.

2.10. MPR – Minimum Participation Requirements

Hovering your mouse over the MPR icon will give you the information needed to promote you to the next license level. This includes oval and road.

2.11. PING

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

2.12. Calendar

Click on the Date icon displayed in the upper right hand corner of the iRacing banner for a full page calendar of iRacing events and news. Very helpful to remind members of upcoming events.

2.13. Updates Available/Required

2.13.1. 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.

2.13.2. 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.

3. 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. Clicking on certain links will cause a Secondary Navigation Bar to appear and be populated with links to subsections of the site. Clicking other Main-Nav links will result in a new browser window opening.

- **Home** – The home link brings you home or main landing page.
- **News** – The news link opens a new window showing the News section of the iRacing.com public site.
- **Reference** – In this section you can access a variety of education and reference materials, including the User Guide, Sporting Code and the Quick Start Guide.
- **Series** – Displays a listing of all the series iRacing currently offers.
- **Cars** – Displays a listing of all the cars iRacing currently offers.
- **Tracks** – Displays a listing of all the tracks iRacing currently offers.
- **myRacing** – Allows you to access *myProfile*, *myRacers*, *Customize Cars*, *Customize Helmet* and *Customize Suit*.
- * **Events** – Displays history of all of your iRacing sessions
- **Stats**- Allows you to view statistics, including *Personal*, *Friends*, *Studied*, *Series*, *Clubs* and *Drivers*.
- **Replays** – Allows you to view all replays stored on your local computer
- **Forum** – Opens a new window through which you can access the iRacing.com Member Forums.
- **Chat** – Allows you to view a listing of all the available chat rooms or to create a new room.
- **Store** –Links a member to the iRacing.com store, which includes controls, equipment and gear.
- **Test** – Deploys the Testing Panel, where you can select any car and track combination (provided you have already purchased that content) and test. Testing is unofficial (no time limit and data is not logged) and involves only a single car on track.
- **Race** – Deploys the Racing Panel, where you can select a series in which to drive, and pick a session to join.

3.1. 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 link on the Main Navigation Bar. Re-clicking the Race link in the Main Navigation Bar will close the Race Panel as will clicking the down arrow in the upper right of the panel. If you are registered for a session, the Race Panel cannot be closed.

3.1.1. Current Series

3.1.1.1. The current series selection is displayed on the far left of the Race Panel. Underneath the series logo appear the name of the series, and four links: Home, Sessions, Stats, Change.

3.1.1.1.1. Home will take you to the Series Home page for the selected series.

3.1.1.1.2. Sessions will take you to the Session Selection page for the selected series.

3.1.1.1.3. Stats will take you to the Stats page for the selected series.

3.1.1.1.4. Change will take you to the Series Selection page, where you can choose a different series in which to participate.

3.1.2. Current Track

3.1.2.1. The Current Track is displayed second-from-the-left on the Race Panel. Underneath the track graphic appear the configuration name and a Track Info link.

3.1.2.1.1. Track Info 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.

3.1.3. Current Car

- 3.1.3.1. 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.
 - 3.1.3.1.1. Info takes you to a detailed description of the currently selected car.
 - 3.1.3.1.2. 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.
 - 3.1.3.1.3. Change only appears if the currently selected series is open to different types of cars. If it is, the Change link will take you to a Car Selection page, where you can select from the cars eligible for the currently selected series.

3.1.4. Status Area

- 3.1.4.1. The Status Area of the Race Panel, located along the right side of the panel, shows a selection of action-oriented and informational buttons. Which buttons are displayed depends on the status of the Race Panel. When not registered for a session, the system is in service and all required content is up to date, then you will see "Select Session" and "Test Car on Track".
- 3.1.4.2. When registered for a session, you will see the Countdown Timer (displaying time until the session starts), "Test Car on Track", "Driver's Briefing" and "Withdraw/Forfeit". In addition, the number of members registered for the race session is updated regularly and displayed next to the Countdown Timer.
- 3.1.4.3. If the system is not in service, the Status Area will show a "Download Software" link. If you are missing content required to run the selected series during the current race week, you will see a "Content Required" link. If that content is already in your shopping cart, click the "View Cart" link to complete the transaction and then download the required content.

3.1.5. Select Session

- 3.1.5.1. The Select Session button appears on the right side of the Race Panel if the system is in service, all required content is up to date and you are not already registered for a session. Clicking the Select Session button will take you to the Sessions Selection page for the currently selected series, where you can pick from available Practice, Qualifying, Race and Time Trial sessions for that series.

3.1.6. Test Car on Track

- 3.1.6.1. 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.

3.2. 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.

3.2.1. Testing

- 3.2.1.1. 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.

3.2.2. Current Test Track

- 3.2.2.1. The current test track is displayed second-from-the-left on the Test Panel. Underneath the track graphic and name appear the configuration name and two links: Info and Change
 - 3.2.2.1.1. Info takes you to the detailed description page for the currently selected track.
 - 3.2.2.1.2. Change takes you to the Tracks Selection page, where you can select a different track at which to test.

3.2.3. Current Test Car

3.2.3.1. 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.

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

3.2.3.1.2. 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.

3.2.3.1.3. Change takes you to the Cars Selection page, where you can select a different car in which to test.

3.2.4. Status Area

3.2.4.1. The Status Area of the Test Panel shows a selection of action-oriented and informational buttons on the right side of the Panel. Which buttons are displayed depends on the status of the Test Panel. When not registered for a session, the system is in service and all required content is up to date, then you will see the "Test Drive" button.

3.2.4.2. If the system is not in service, the Status Area will show a "Download Software" link. If you are missing content required to test the selected car and track, you will see a "Content Required" link. If that content is already in your shopping cart, click the "View Cart" link to complete the transaction and then download the required content

3.2.5. Test Drive

3.2.5.1. The *Test Drive* button appears on the right side of the Test Panel. Clicking Test Drive 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.

3.3. Home

3.3.1. Home brings you back to the home page.

3.4. News

3.4.1. The News page is your source for everything iRacing. Clicking the News link opens a new window where you can access the News section of the iRacing.com public site.

3.5. Reference

3.5.1. Reference contains a variety of educational and reference materials to help you. Currently, Reference includes four primary reference guides: the Quick Start Guide, the FIRST Sporting Code, User Guide and the iRacing Setup Guide. Brief explanations of each are provided below. Additional resources will be added to this section periodically.

3.5.1.1. 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.

3.5.1.2. User Guide - This document offers a complete explanation of the iRacing.com Members' 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.

3.5.1.3. 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.

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

- 3.5.1.5. Other guides included in the Reference section include the iRacing 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.

3.6. Series

The Series Selection page offers an expandable list of all iRacing.com series. The section is divided into Current Seasons, showing the currently active series, and Past Seasons, showing series from previous seasons. Expand All/Collapse All links are provided in the upper left corner. Status buttons that can appear for series include – Select, Sessions, Purchase Required, Updates Required, License Ineligible, View Cart, and Add All to Cart.

- 3.6.1.** The Current Seasons page shows a list of all currently active series, with the currently selected series listed first, all series for which the driver is eligible (see the FIRST Sporting Code for more information about Series Eligibility Requirements) listed next, and all series for which the driver is ineligible listed last. In collapsed form, each series entry shows the series name, number of drivers currently registered and the Series Eligibility Requirements. Clicking the “Select” link in the upper right selects that series for participation. Clicking the “plus” sign in the upper left, expands the series to show the series schedule, a Content Manager, which indicates what content is required to participate and whether you’ve already purchased it. The expanded view also provides links to the Series Home Page, the Series Statistics Page and detailed description(s) of the car(s) for that series. Clicking on the series logo, expanded or not, will take you to that Series’ Home Page.
- 3.6.2.** The Past Seasons page shows a list of all series from previous seasons. Clicking to expand a series will display previous series champions and their point totals.

3.7. Cars

The Cars Selection 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.

3.7.1. More Info takes you to the detailed description page for the car.

3.7.2. Paint takes you to a paint shop where you can select patterns and colors to change the appearance of the car.

3.8. Tracks

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.

3.9. myRacing

The *myRACING* section offers a brief profile for each iRacing member, the ability to search for other members in the service and create shortcuts to certain drivers’ profiles. Additionally, links are provided to customize your cars, helmet and racing suit. The landing page for *myRACING* is your personal profile (“*myProfile*”).

3.9.1. myProfile

- 3.9.1.1. The *myProfile* page shows your name, membership start date, club affiliation (which is assigned 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.

3.9.2. myRacers

- 3.9.2.1. 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.
- 3.9.2.2. Helmets – Placing your cursor over a driver's helmet anywhere on the iRacing Members' Site opens a pop-up window offering you the following options: "View Driver," "Add Friend" (or "Delete Friend" if they are already in your Friends List), "Add Studied," and "Private Message."
 - 3.9.2.2.1. *Friends List* – You can add a driver as a Friend simply by placing your cursor over his or her helmet and selecting "Add Friend" from the pop-up window. Each name in the Friends List is a shortcut link that allows you to quickly and easily view that friend's profile, including their results and stats. Your friends will also be highlighted in season standings and certain statistics pages. If two drivers add each other as Friends (i.e., they are Mutual Friends), they increase their chances of being placed into sessions together.
 - 3.9.2.2.2. *Driver Lookup* - Look up drivers by full name, first or last name, or any portion thereof. To add to Friends or Studied, place your cursor over the driver's helmet and select the appropriate link from the pop-up box.
 - 3.9.2.2.3. *Studied Drivers* – The Studied List functions in almost exactly the same way as the Friends List, offering a collection of shortcuts to view certain drivers' profiles. Studied drivers will also be highlighted in statistics listings. Adding a driver to the Studied list, however, does not increase the chances that you will be placed in sessions together.

3.9.3. Customize Cars

3.9.3.1. 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 drop-down menu located just below the window labeled "Pattern Picker."
- 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 a pattern from the scrolling window - you may want to try several options and/or modify your color choices.
- Choose the color and font style of your number as well as decals for main sponsor and 2nd 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

3.9.4. Customize Helmet

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

3.9.5. Customize Suit

3.9.5.1. The Customize Driver 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.

3.10. Events

This section provides you with a complete statistical history of your iRacing sessions. It is archived with many different filtering options. Once filtered and results are shown, you will have a complete list of stats for every session you have run including results for each individual event. The results pages will also indicate if there is a replay of that session saved on your local computer.

3.11. Replays

The replay page contains all the stored replays on your computer, separated by 2 tabs: Online Replays and Testing Replays. The page shows the creation date of the replays, series, track, filename and author, and can be sorted by date, race type, series, session, car, track and author.

3.12. 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.

3.12.1. Personal

3.12.1.1. **Career** – Offers statistics, including a summary of your complete iRacing career, your performance in a given year, your last 10 races and last three races, as well as your personal best lap times as sorted by car and track.

3.12.1.2. **Results** – Offers a complete chronological list of results for every official session in which you have participated. Clicking on “Result” will open a new window with a full report of Event Results.

3.12.2. Friends

- 3.12.2.1. **Career** – Offers statistics for any members on your Friends list, including a summary of their complete iRacing career, their performance in a given year, their last 10 races and last three races, as well as their personal best lap times as sorted by car and track.
- 3.12.2.2. **Results** – Offers a complete chronological list of results for every official session in which someone on your Friends list has participated.

3.12.3. Studied

- 3.12.3.1. **Career** – Offers statistics for any members on your Studied list, including a summary of their complete iRacing career, their performance in a given year, their last 10 races and last three races, as well as their personal best lap times as sorted by car and track.
- 3.12.3.2. **Results** – Offers a complete chronological list of results for every official session in which someone on your Studied list has participated.

3.12.4. Series

- 3.12.4.1. Offers season standings for Race and Time Trial competitions, as well as Qualifying and Time Trial results, all of which can be filtered by series, season and race week.

3.12.5. Regional

- 3.12.5.1. Offers overall standings stats and standings by series stats, which can be filtered by Club, Division, Driver grouping, Category, Series and Season.

3.12.6. World Records

- 3.12.6.1. Allows you to view fastest laps per track and the drivers that hold the world record at each of those tracks. Can be filtered by year, season, region, club, car, track, class and iRating. Filtered results provide you with your own world record, enabling you to see where you rank and how you compare to other drivers.

3.12.7. Drivers

- 3.12.7.1. Allows you to view statistics for all iRacing members, filtered by Category, Location (home country), Class (competition license level), iRating, ttRating, Average Start, Average Finish, Average Points/Race and Average Incidents/Race. All of these statistics can be outputted as a comma-separated-variable (CSV) file for individual analysis.

3.13. 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 change 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.

3.14. Chat

3.14.1. The iRacing service includes voice and text chat. Within the Chat section is a listing of all existing chat rooms currently available. The complete list can be filtered to show only Main, Series, Club, Country or Custom rooms.

3.14.2. Creating your own chat room is easy. Click the button, input the appropriate information in to the fields provided. Decide if you would like the room to be password protected or not.

3.14.3. All chat text is logged and subject to the regulations set forth in the FIRST Sporting Code.

3.15. Store

3.15.1. 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.

3.15.2. Driver Development Package

The iRacing Driver Development Package is a custom-built, turnkey simulation solution. Packages can be customized and include home set up and coaching services.

3.15.3. 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.

3.15.4. Gift Certificates

Gift certificates can be purchased from \$5 to \$1000.

4. Hardware Setup

4.1. Graphics Configuration

Page seven of the Quick Start Guide (see section 3.5.1.1, Quick Start Guide), provides a wizard that when launched will automatically assess your PC and 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 (see section 5.4.2, Graphics Settings), either from the Test or Race panel.

4.1.1. Graphics Configuration Wizard – At any time, you can re-run the Graphics Configuration Wizard from page seven of the Quick Start Guide to return your graphics configuration to the recommended settings. We recommend letting the auto configuration wizard choose options before changing any advanced settings.

4.1.2. Re-running the Graphics Configuration Wizard

- Go to the Instruction section on the main navigation bar
- Select Quick Start Guide from the secondary navigation bar
- The Quick Start Guide will launch in a new window; click Configuring Your Hardware in the left-hand navigation
- Click the CONFIGURE button located at the bottom of this screen.
- A new window will pop up displaying the iRacing.com Graphics Configuration Wizard.
- 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.

4.2. Controller Configuration

4.2.1. Page eight of the Quick Start Guide (see section 3.5.1.1, Quick Start Guide), provides a wizard 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 (see section 5.4.1, Controller Options), 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.

4.2.2. **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.

4.2.3. Running the Calibration Wizard

- From the Calibrating Your Hardware page within the Quick Start Guide, click the CALIBRATE button located at the bottom of the screen.
- A new window will open displaying the iRacing.com Calibration Wizard.
- 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 up-shifting cars with sequential shifters and click DONE. Note: Most Steering Controls have paddle shifters. We recommend activating these for use with sequential shifting.
- 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.

5. 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.

5.1. Quit/Test/Qualify/Time Trial/Race/Warm Up

5.1.1. Appearing in the top-center 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.

5.2. Session Info

5.2.1. Appearing in the page header, to the right of the Enter and Quit buttons, is session information, including track name, official track length, weather conditions, type of simulation session, time limit on the session (if any) and elapsed time. To the right of this information is the track logo and map.

5.3. Garage

5.3.1. 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.

5.3.2. Setup Guide – An iRacing Setup Guide can be found in the Instruction section of the iRacing Members' Site.

5.4. 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 four different tabs along the bottom edge: Controls, Graphics, Sound, Other. The "landing page" is the Controls screen. Note: the Options window will open any time the iRacing simulation software detects new hardware that needs to be calibrated.

5.4.1. Controls

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.

5.4.1.1. **Controller Options**

5.4.1.1.1. **Lock-to-Lock Range** – Automatically selected by the in-sim calibration tool, 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.

5.4.1.1.2. **Lock-to-Lock Range at Speed** – Lock to lock 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.

5.4.1.2. **Force Feedback**

5.4.1.2.1. **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.

5.4.1.3. **Gearbox**

5.4.1.3.1. 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.

5.4.1.4. **Shifting Aids**

5.4.1.4.1. **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.

5.4.1.4.2. **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.

5.4.1.5. **Control Assignments**

5.4.1.5.1.1. **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 grey box and then select the buttons on the 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.

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

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

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

5.4.1.5.3.2. **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.

5.4.1.5.3.3. **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).

5.4.1.6. **Input Calibration**

5.4.1.6.1. **Steering** – The steering wheel calibration function allows you to calibrate your steering wheel (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 the wheel before driving. To do so, click the steering button and follow the prompts.

5.4.1.6.2. **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.

5.4.1.6.3. **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). If you disconnect your controls from your PC or connect new ones, you should always re-calibrate your gearbox before driving. To do so, click the gearbox button and follow the prompts.

5.4.1.7. 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.

5.4.1.7.1. **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 grey box and select the button on your wheel or keyboard you would like to use for this function.

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

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

5.4.1.8. Spotter

5.4.1.8.1. **Louder** – Click on the grey box to select a button on your wheel or keyboard that will increase the volume of the sound you hear through the spotter.

5.4.1.8.2. **Quieter** – Click on the grey box to select a button on your wheel or keyboard that will decrease the volume of sound you hear through the spotter

5.4.1.9. Notification

5.4.1.9.1.1. When a member speaks using Voice Chat, the iRacing service alerts you to their communication by showing you the helmet and name of the member currently speaking. These notifications can be set to Large format, Small format or turned off by selecting None. Selecting None will not disable Voice Chat, just the notification function.

5.4.2. Graphics

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.

5.4.2.1. **Display Size** – The display size function allows you to manually set your screen resolution.

5.4.2.1.1. Below the display size selection is an option for full screen mode. 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.

5.4.2.2. **User Interface**

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

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

5.4.2.3. **Performance**

5.4.2.3.1. 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.

5.4.2.4. **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.

5.4.2.4.1. 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.

5.4.2.4.2. **Details** – These dropdown menus allow you to set the levels of detail for cars, Event elements, Grandstands and Objects. All of which can affect both the quality of immersion and frame rate performance.

5.4.2.4.2.1. **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.

5.4.2.4.2.2. **Vertical Sync** – This radio button causes the software to delay the image update on screen, eliminating any “frame tearing” effect. Note, VSYNC has been determined to cause large control input latency on some systems.

5.4.2.4.3. **Triple Buffer** – An advanced setting that may help reduce graphical latency on some hardware when VSYNC is enabled.

5.4.2.4.4. **Anti-Aliasing** – These advanced settings reduce jaggedness along polygon edges but can impact frame rate and texture memory.

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

5.4.2.4.6. **Tri-linear Filtering** – An advanced setting that improves texture quality as polygons move further away from the camera and shrink on screen.

- 5.4.2.4.7. **Vertex Shaders** – An advanced setting that adds additional special effects on objects, allowing vertexes to change colors, textures or relative positions. Visual suspension movement and body damage morphing requires this in order to be enabled.
- 5.4.2.4.8. **Pixel Shaders** – An advanced setting that allows the system to calculate image effects on a per-pixel basis.
- 5.4.2.4.9. **Advanced Shaders** – An advanced setting that affects additional graphics options including gamma lighting correction.
- 5.4.2.4.10. **Shadows** – 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 shadows only be enabled on high-end systems.
- 5.4.2.4.11. **2-Pass Shadows** – An advanced setting that causes the entire scene to be drawn twice for each frame. The second pass includes only the pixels in shadow, which are drawn using special lighting. This setting is very CPU- and GPU-intensive but improves the quality of the shadows.
- 5.4.2.4.12. **More Shadows** – An advanced setting that allows you to select or deselect the third level of object shadows, allowing additional objects to cast shadows.
- 5.4.2.4.13. **Steering Wheel** – Allows you to choose between seeing the steering wheel on screen or not seeing the steering wheel on screen.
- 5.4.2.4.14. **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.

- 5.4.2.4.15. **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.
- 5.4.2.4.16. **Higher Detail in Mirrors** – Allows you to select or deselect additional detail in the mirror view(s).
- 5.4.2.4.17. **Uncompressed Car Textures** – An advanced setting that allows you to select or deselect a higher quality view of vehicle textures. This setting should only be enabled on graphics cards with at least 512MB of memory.
- 5.4.2.4.18. **Far Terrain** – An advanced setting that allows you to select and deselect the far terrain option. When selected, additional terrain outside of the immediate confines of the racetrack will appear on screen.

5.4.3.Sound

5.4.3.1. Simulation

- 5.4.3.1.1. **Device** – The Device selection option allows you to select the system output device or sound card to which your speakers are connected.
- 5.4.3.1.2. **Surround Sound** – Allows you to select or deselect the surround sound effect, depending on your sound card and speaker specifications, as well as personal preference.

5.4.3.2. **Voice Chat**

5.4.3.2.1. **Playback** – Allows you to select the system output device through which incoming voice messages will be transmitted.

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

5.4.3.3. **Spotter**

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

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

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

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

5.4.4.Other

5.4.4.1. **Units**

5.4.4.1.1. **Units** – Allows you to select between English (standard) or metric units.

5.4.4.2. **Other Controls**

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

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

5.4.4.2.1.2. **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.

5.4.4.2.1.3. **Hide 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.

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

5.5. Session Timer

5.5.1.The session timer appears in the upper-left portion of the In-Sim U.I. screen. If you are registered for an official session and decide to Test, the countdown timer will appear, showing the time remaining until the start of your session. You will need to fully quit the Test session and return to the members’ site to join the official session.

5.6. Entries

5.6.1.The Entries tab appears in the lower left of the In-Sim U.I. screen. Clicking this tab will show a list of all drivers participating in your session, including car number, driver helmet, name, club affiliation, Internet ping rate and connection quality rating. In Race sessions only, starting positions will be displayed to the far left.

5.7. Laps

5.7.1.The Laps tab appears at the lower left of the In-Sim U.I. screen, next to the Entries tab. Clicking on the Laps tab will allow you to review your performance lap-by-lap.

5.8. Chat

5.8.1.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.

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

5.8.3. 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.

5.8.4. Voice Chat is also available and can be activated from the “Options” tab on the main In-Sim U.I. screen (see section 5.4.1.7, Voice Chat).

5.9. Replay Controls

5.9.1. Replay controls are located in the lower-center portion of the main In-Sim U.I. screen. Note: Pressing the space bar during a replay 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).

5.9.1.1. **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.

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

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

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

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

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

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

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

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

- 5.9.1.10. **Fast Forward** – Allows you to fast forward the replay. Each click of the Fast Forward button increases the speed of the replay.
- 5.9.1.11. **Forward by Frame** – Allows you to forward the replay by one frame per click.
- 5.9.1.12. **Forward to Beginning** – Allows you to forward the replay to the beginning of the buffer.
- 5.9.1.13. **Save Replay** – Allows you to save the current replay buffer.
- 5.9.1.14. **Lap Counter** – Allows you to select between laps in the replay buffer.
- 5.9.1.15. **Camera View (Cycle and Selection)** – Allows you to cycle through the replay views, or to select a particular view.
- 5.9.1.16. **Wrench/Hammer** – Brings up a replay edit box that allows you to save the whole replay or splice part of the replay. Live session timing is also in the replay box.
- 5.9.1.17. **Entries**—lists the drivers in the particular race
- 5.9.1.18. **Laps**—lists lap times for selected driver
- 5.9.1.19. **Warmup**—lists lap times during practice race
- 5.9.1.20. **Grid**—displays the order drivers will start race—fastest to slowest qualifying times
- 5.9.1.21. **Race**—lists drivers in race and their finish times
- 5.9.1.22. **Options**—(Top right main In-Sim page) Controls, Graphics, Sound, Other—see section 5.4 of User Guide

5.10. 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).

5.10.1. F1 – Lap Timing

- 5.10.1.1. **Current Lap** – Displays the current lap number.
- 5.10.1.2. **Total Elapsed Time** – Displays the total elapsed time in the current session.
- 5.10.1.3. **Current Lap Time** – Displays your current lap time.
- 5.10.1.4. **Last Lap Time** – Displays your previous lap time.
- 5.10.1.5. **Best Lap Time** – Displays your best session lap time.

5.10.2. F2 - Standings

- 5.10.2.1. **Place** – Displays the positions of all session participants based on running order. This list will include each driver's helmet and name
- 5.10.2.2. **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.
- 5.10.2.3. The up/down arrow keys will allow you to view further up/down the standings.

5.10.3. F3 - Relative

- 5.10.3.1. **Place** – Displays the overall position of the drivers closest to you on the track, including their helmet and name.
- 5.10.3.2. **Distance Behind** – Displays the gap in seconds between you and a particular driver.
- 5.10.3.3. **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 will be shown in Red. Cars that you have lapped or are lapping are shown in Blue.
- 5.10.3.4. The up/down arrow keys will allow you to view further up/down the relative order display.
- 5.10.3.5. Additional F keys in Race, Qualifying and Time Trial sessions

5.10.4 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.

5.10.5 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.

5.10.6 F6 – Tire Info - The tire info display shows the Inside, Middle, and Outside temperatures and hot pressures when the car last had this information recorded. It is not a real-time display. It merely allows you to see the state of the tires at the last pit stop (so if you had them changed, it is the information for the old tires). This display does not enable you to make changes. It is informational only.

5.10.7 F7 – Wedge – The wedge display allows you to change the right rear spring perch offset; it is the same change as in the garage. In order to know the percentage of change in wedge made by each increment, you will need to make a note in the garage as you change the RR spring perch offset. Note that just as in the garage, lowering the spring perch offset further compresses the spring, so tightening the jack bolt is done using the left arrow (less spring perch offset).

6. iRacing World

iRacing World is a social networking site for the iRacing community. Members can blog, post pictures and videos, and comment on other members pages.

iRacing World is viewable for both members and non-members alike. Friends and family are welcome, but only members can post and comment. All Code of Conduct policies apply.

6.1. Home Page

The Home Page is where you will see the most recent activity in iRacing World. It contains recent photos, videos and the names of members who have recently registered.

6.2. My Home

This is your personal page that contains links for you to add photos, blog posts, video, audio etc. Your new messages will also appear on this page. There is a news section that tracks members' activity. You can see sub links under the My Home menu that you can go view and edit your profile. Editing your profile is the key to sharing info about yourself and your racing experiences.

6.3. Videos

Members can view all videos that have been uploaded from the video page. In the menu bar you will see links that rate them: most recent, highest rated, most viewed and top favorites

6.4. Audio

Just like the video page, members can listen to audio tracks that have been uploaded to this page. They are also rated the same way in the top menu bar.

6.5. Photos

Members can share photos to be viewed here. The photo description indicates who posted the photo, how recently it was uploaded and how many people have viewed the photo.

6.6. Blogs

The blog page contains member profile pictures from those who have recently posted a message. Click on their picture to view that member's most recent post. Members can post whatever is on their mind in blog pages providing it is within the Code of Conduct.

6.7. Members

The members' page shows all the registered members in iRacing World, starting with the most recent registrants. Click on any member's link to visit that person's personal home page.

6.8. Groups

All the groups in iRacing World are displayed on the Groups page. Most are categorized by racing series or race-car type. Members that share an interest in a certain series or car can join and post comments in these groups.