

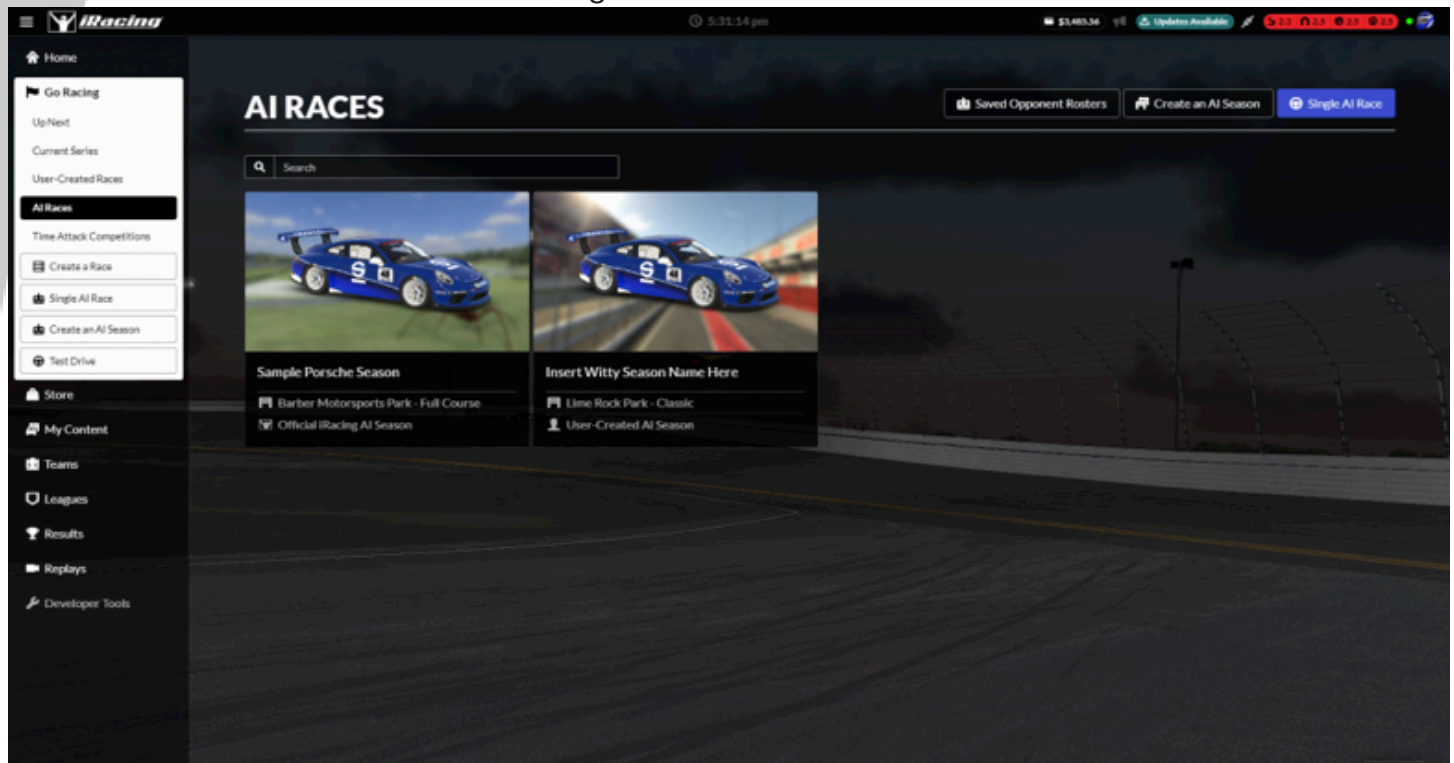
iRacing Commercial AI Roster Guide

You can create custom driver AI rosters within our commercial Tradeshow version.

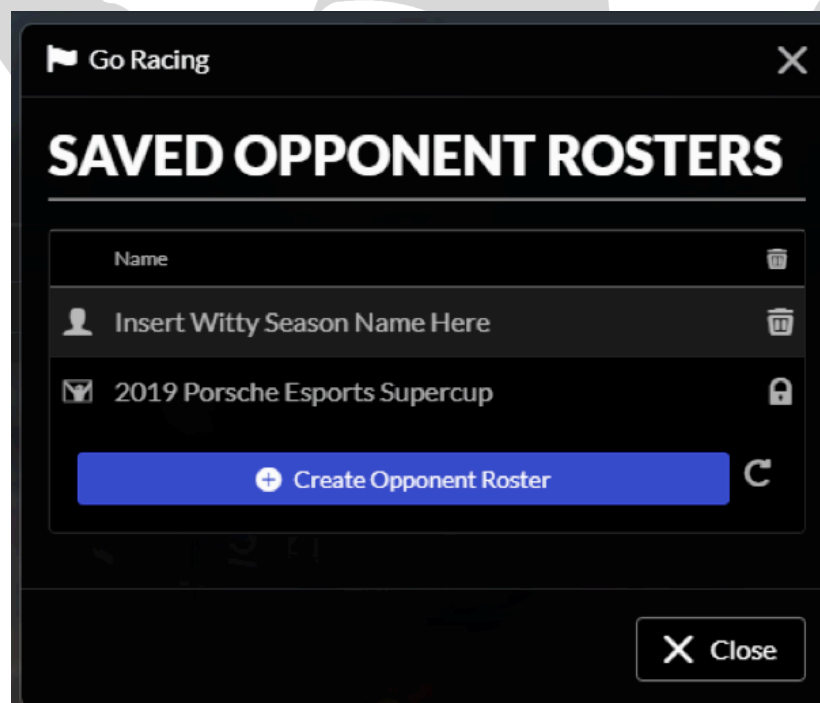
Here's a quick FAQ on how to successfully adjust your own AI driver roster for the best possible user experience.

How do I access the AI driver roster?

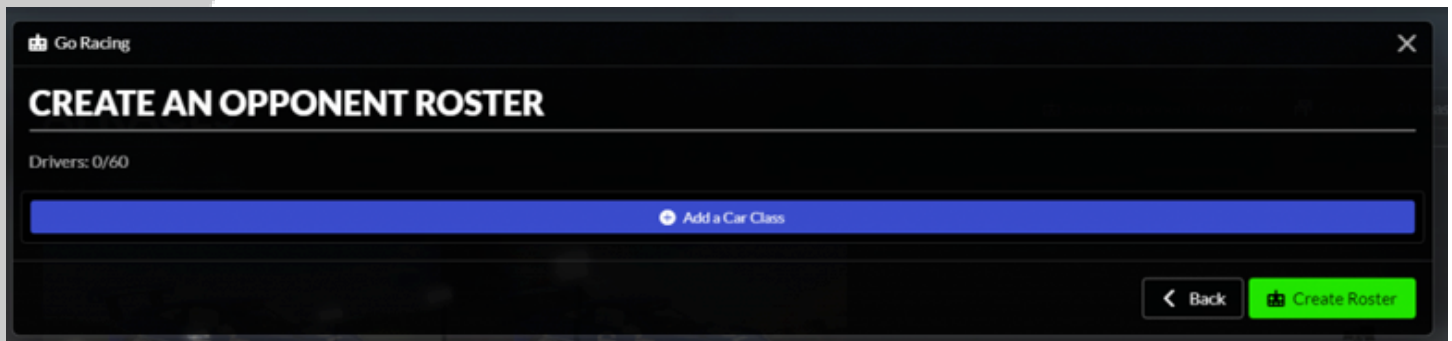
You can access the AI driver roster through Beta UI.



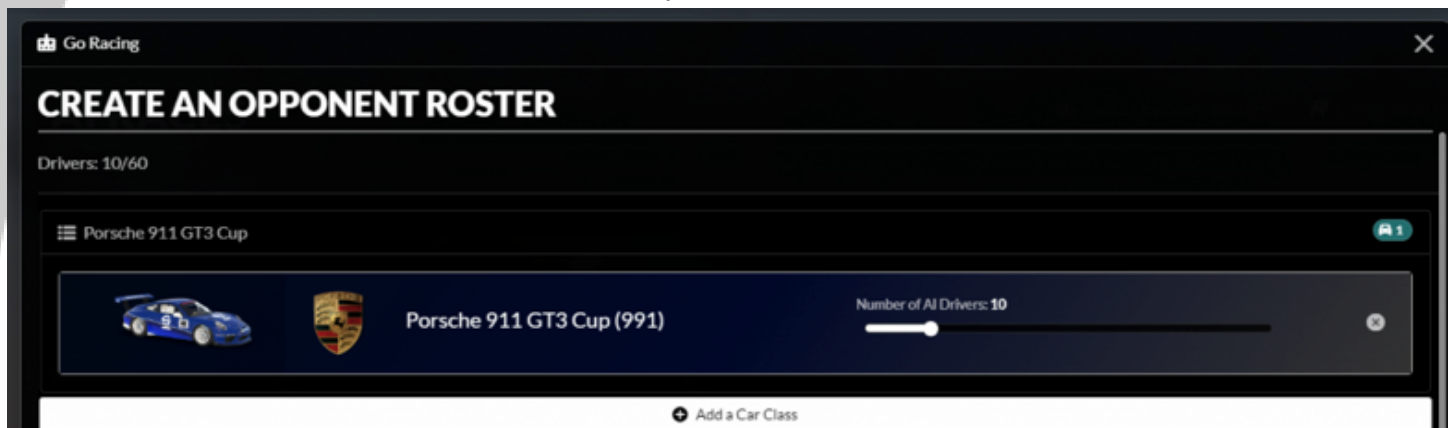
Head to “AI Races” > “Saved Opponent Rosters” > “Create Opponent Roster” to create a new roster.



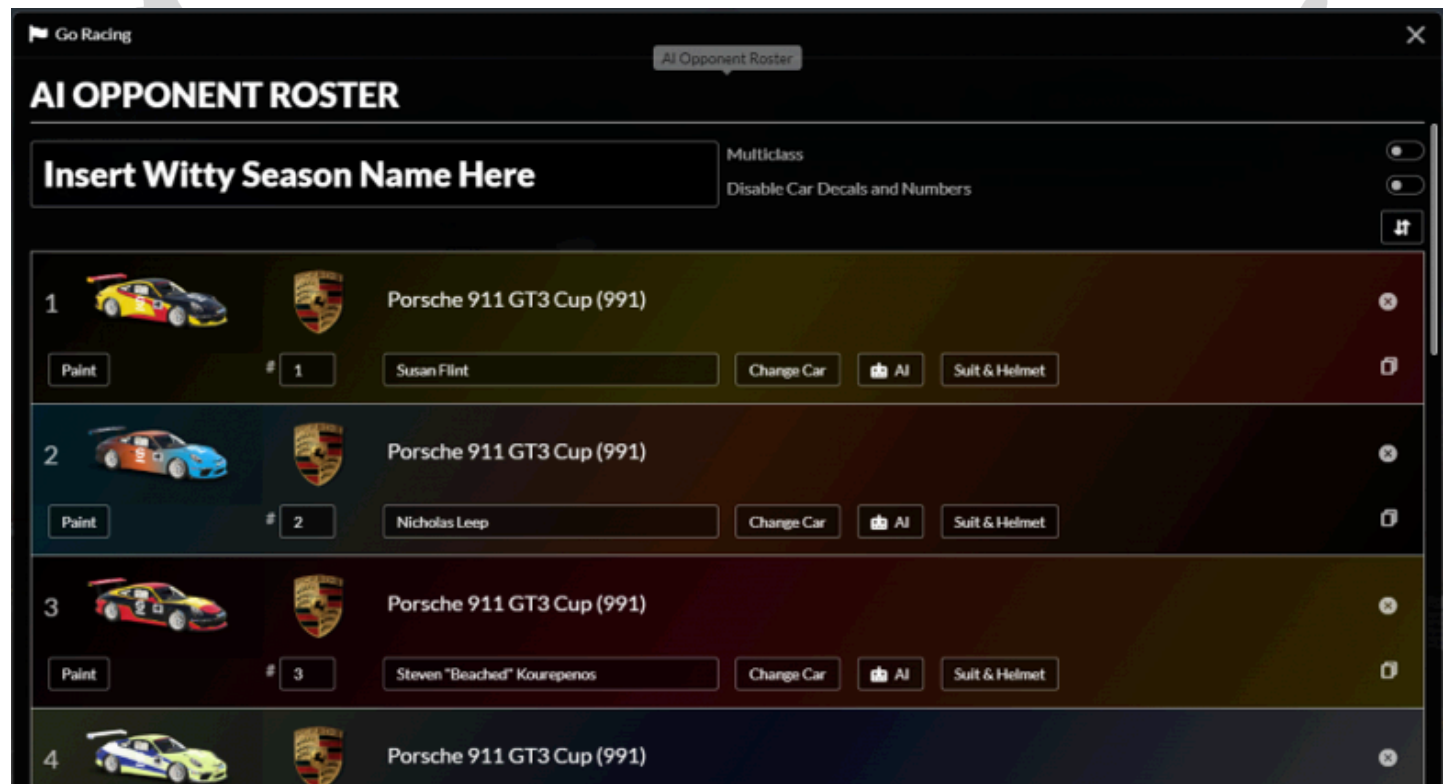
Click the blue button to add a car class.



Select the car class and the number of cars represented.



From here, you can make all of the necessary changes that you'd like to the cars in your AI roster, from driver names and suit/helmet to vehicle behavior.



When creating your roster, keep in mind that the cars you select will all appear in any AI race using that roster. For example, if you select both the Camaro and the Porsche in your roster, you will be racing with both cars. To avoid this issue, create separate rosters for each car class.

To edit an existing roster, click on the Create an AI Race wizard. Then, go to “Set AI” > “Edit Roster” to make changes. Please note that all iRacing AI functions are only available and accessible through Beta UI.

How do I edit driver attributes?

Click the “AI” button in each driver’s subsection to adjust attributes individually. To make global changes that affect every driver on the roster, select the “Set to All Drivers” setting.

The screenshot shows the 'AI Opponent Roster' window in the iRacing Beta UI. At the top, there's a 'Go Racing' button and a close 'X' button. The title 'AI OPPONENT ROSTER' is prominent. Below it, a text box prompts 'Insert Witty Season Name Here'. To the right, there are toggle switches for 'Multiclass' and 'Disable Car Decals and Numbers'. The main area lists drivers. Driver 1 is shown with a yellow and red Porsche 911 GT3 Cup (991). Below the car image are buttons for 'Paint', a car number field (set to 1), a driver name field (Susan Flint), 'Change Car', an 'AI' button, and a 'Suit & Helmet' button. Below these are seven attribute sliders: Driver Skill, Driver Aggression, Driver Optimism, Driver Smoothness, Driver Age, Pit Crew Skill, and Pitting Strategy Riskiness. To the right of each slider is a 'Set to All Drivers' button. A 'More Info' link is also present. Driver 2 is partially visible at the bottom. At the very bottom, there are 'Delete', 'Back', and 'Save' buttons.

What are Overall Field Parameters?

Overall Field Parameters affect each AI driver roster as a whole, and will have the greatest affect on your iRacing AI experience. The general settings set through Overall Field Parameters are later refined through Per-Driver Parameters to give each individual vehicle more of its own driving personality.

The first, Field Skill, is the overall level of strength of the vehicles that are competing against you. As a whole, this affects performance in ways like cornering speed, braking points, and driver consistency. A higher number like 100 should represent a good challenge for even a very strong sim racer, while a lower number should present a more approachable challenge for newer drivers.

The second, Field Skill Range, is defaulted at 25. This number spreads out the field by making the best drivers on the roster corner faster and the worst drivers corner more slowly. A smaller number will make even the back of the pack drivers run closer to the leader’s pace, while a larger number can spread the front and back of the pack more dramatically.

What are Per-Driver Parameters?

In addition to Overall Field Parameters, there are a number of Per-Driver Parameters that more greatly affect how each individual cars perform. These are split into Driver and Crew Parameters. Driver Parameters affect how each individual AI car behaves while it's on the track, while Crew Parameters affect both a car's pit strategy, and how successfully it spends its time in the pits.

How do Driver Parameters affect each AI car?

The following Driver Parameters are editable by car:

Skill: Higher skill makes a driver faster through corners and run better lines relative to the other drivers in an AI Roster. The Overall Field Skill will determine the roster's overall skill.

Aggression: This affects the driver's behavior when interacting with other cars. An aggressive driver will tend to give slightly less room to other drivers, and be more likely to attempt marginal overtaking moves. Consequently there is a greater chance of a collision between two aggressive drivers than between two cautious drivers.

Optimism: An optimistic driver believes he is more skilled than he actually is. Hence he will attempt to drive through corners slightly quicker, brake slightly later, etc. There are two consequences of this. Firstly, a more optimistic driver will be slightly quicker than a less optimistic driver of the same skill. But secondly, the more optimistic driver is more likely to out-brake himself or run wide.

Smoothness: This won't make them any faster or slower, but the attitude of the car will be slightly different. Smooth drivers will tend to have more understeer while less smooth drivers will tend toward oversteer.

Age: Driver age in years. This affects the driver's reaction times, most obviously during standing starts.

How do I implement my AI roster into the commercial version of iRacing?

Once you've created the rosters for the cars you want to use with AI, you will need to copy the "airosters" folder located in your Documents\iRacing Folder and paste it into C:\Program Files (x86)\iRacing\keys folder.

Any time you make any change in the Beta UI to your Roster you will need to repeat this action to notice the change.

The next time you open the iRacingDemo64 application, you will notice your rosters in the drop down menu.

The screenshot shows the iRacingDemo application window. It has a title bar with the iRacing logo and the text "iRacingDemo". The interface includes several dropdown menus and buttons. Red arrows point to the "Track:" dropdown (set to "talladega"), the "Car:" dropdown (set to "NASCAR Cup Series Chevrolet Camaro ZL 1"), and the "AI:" dropdown (set to "Camaro ZL 1"). Other settings include "ToD:" (Afternoon), "Mode:" (Race), "Time Limit (min):" (unlimited), "Lap Limit:" (unlimited), "Black Flags:" (Enabled), "Damage:" (Enabled), "AI PIT ORDER:" (7.5), "Cautions:" (Off), and "Grid Position:" (1). At the bottom, there are buttons for "Launch Simulator", "Save Startup Script...", and "Exit". Below these buttons is a "Paint Jobs" section with a table for selecting colors for the Car, Helmet, Suit, and License. The table has columns for "Pattern #", "Color1", "Color2", and "Color3". The "Sponsors" section shows "Volkswagen" and "iRacing 1". The "Car #" field is set to "64".

	Pattern #	Color1	Color2	Color3
Car	0	Red	Red	Red
Helmet	0	Black	Black	Black
Suit	0	Blue	Blue	Blue
License		Black		