

## iRacing – Mirrors

When racing online for maximum enjoyment it's important to be safe and aware of other cars around you so that everyone can enjoy the race. It is therefore important to have you mirrors correctly enabled.

iRacing has two kinds of mirrors: a virtual mirror and the car mirrors. On triple screen setups you can use the car mirrors as you would in real life. On single screen setups it's probably not possible to see all of the mirrors so please turn on the virtual mirrors.

Turning on mirrors is available in the "Options" -> "Graphics" menu when within the game.



To use the car mirrors, tick the checkbox next to "Cockpit Mirrors Max" and set the value to 4 to show all mirrors. To enable the virtual mirror, tick the checkbox next to "Virtual Mirror FOV". The optimal FOV value is 120.

If possible, to maintain a good frame rate, run "Higher Detail in Mirrors".

Note: for optimal visual performance, we recommend having the cockpit mirrors or the virtual mirror enabled; not both.

## Tuning the car mirrors

In some cars the mirrors do not sit well within the car so there is restricted views. We can adjust the positioning of the mirror, as you would in a real car, to see more. To do so, scroll through to the Graphics/Mirror Adjustment black box by clicking on the arrows or hit the F9 key (or Fn + F9 if using an all-in-one keyboard). You can use the mouse to navigate the controls.



You can configure the Yaw and Pitch for each mirror individually.