

## iRacing Connection Quality

The iRacing connection quality feature is monitored through the "Q" bargraph in the in-game FPS/Network Display box, which appears in the upper right-hand corner when in-car and on the track.

This bar indicates the quality of the connection between the user's PC and the iRacing servers, with green signifying good quality, yellow or orange indicating less than ideal quality, and red signaling that the connection quality is dropping below an acceptable level, which may lead to disconnection.

The system uses a new Connection Black Flag mechanism to maintain a fair and stable racing environment; if a driver's connection quality fluctuates repeatedly to an unacceptable degree over time, they may be flagged and teleported to their pit box, where they are removed from the track until their connection stabilizes.

This system is designed to detect instability rather than consistent high ping and is currently active in specified Official Series, with plans to expand its use.

The feature is part of a broader network monitoring system that also includes latency (L), synchronization (S), and page fault (P) indicators.