

# VR / LAG / Equipment Failures

## Equipment Readiness

Just like you would with a vehicle, we expect your equipment to be up to par and ready for competition day.

For future competitions the following is expected:

- A working, in tact and secured base station, pedal mount, shifter and e-brake.
  - You are allowed to call one competition time out of 5 minutes, one time, over the entire event.
- If using VR, we prefer a tethered setup.
  - If you use a wireless headset, you are liable for all signal disruptions.
    - This means if your VR headset dies or loses connection during a run, causing you to break line, smash into another driver etc, we will not accept this toward the lag clause- this is an instant zero
    - When you are waiting for your turn to run in the lobby for qualifying / battle, use these times to plug your headset in to charge. You do not need to sit in the lobby for the entire duration of the event.

## Lag / High Ping

Ping is the amount of time a packet takes to travel round trip between endpoints. In Layman's terms, When the ping is higher, the quality of your connection is less direct to the server. This is what induces stuttering effects or where you see a car keeping speed, but jittering in steering angles (especially in drift servers)

Should there be a server wide lockup that increases ping, we can briefly pause judged sections till stability returns.

If the competition meter shows a large variation in ping instability for a driver during a judged run whether qualifying or during battle, the judges will review the replay and determine if lag / ping was indeed a factor. Only then, players are eligible to invoke a Lag clause only once per battle, at the discretion of the judges findings from the replay footage.

Should the player run into any other issues with connection stability after this one time invocation, they run the risk of disqualification at the judges discretion.

It is recommended that you hardwired in, or on a very stable WiFi connection.

- 2.4 GHz WiFi networks will be slower in speed, but higher in signal strength over distance.
  - Optimal for low speed traffic.
- 5 GHz WiFi networks tradeoff higher speeds, but over a shorter distance.

Please factor in the above when setting up your simulator station if running on WiFi.

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Revision #6

Created 2025-12-02 14:23:08 UTC by Dustin

Updated 2025-12-05 04:15:36 UTC by Dustin