

Issues with AR Version 2.15.5

- Version # is subject to change with additional bug fixes that come out with time
- I will try to organize the bugs into more specific categories instead of a completely random order.
- Different sections will go in depth when it comes to more specific maps, gamemodes, etc.
- I also noticed that a lot of pictures used for examples no longer work. I'll either look for a better way to add linked images or just add images to the document itself.
- This takes time to search for small bugs and any help with examples on how to replicate helps out a ton. *Shout out to Joshua R, Clacher, Sppp2223, Matt, Midnight Speed and more for all the help*
- Life has been very busy as of late and keeping up with AR and life is not the easiest thing to do lol.

Singleplayer bugs

- Incorrect starting position
 - *Before starting a race in mod or unmod, waiting a few minutes will cause the car to change the position it should start in.
 - *Can cause a clean race to instantly be lost in unmod or any moving start due to the car driving into a wall caused by the car changing its position it starts in before the player can control their car.
 - *This issue seems to affect tracks with slanted starts such as Fuji, Ebisu Higashi, and Nurburgring when it comes to standing starts. *(Need to look into more tracks later)*
 - *This issue does affect the starting position in events as well.
 - *[This is an old example, but the issue is still present in Nurburgring](#)
- Stance glitch
 - *Set max camber in the upgrade menu. Then extend the wheels outwards. Go to a single player race or lobby and then set camber to whatever is preferred. Wheels will still stay extended despite not being able to do so in the stance options in the upgrade menu preventing extra offset.
 - *Technically can give players an unfair advantage in modified leaderboards if the additional stance gives them an advantage.
 - *(Can also be performed and used in multiplayer lobbies)
 - *[Tweet displaying the issue](#)
- Controller issue
 - *Assigning certain functions completely breaks the function of certain buttons.
 - *Also to note: Lack of clutch control. Assigning the clutch to any button does not work.

*Pressing down the throttle/brake buttons/triggers does not press down all the way. Making controllers completely obsolete when participating in competitive racing.

*Example: [Player on Twitter showing how throttle/brake dont go to 100%](#), Assigning throttle/brakes nullifies the ability to use the triggers as sliders instead giving the throttle/brakes full power instead.

Multiplayer bugs

-Join lag

*When a player joins, the device freezes for a moment

*Effects lower end devices worse than higher end devices. (Freezes for longer amounts of time)

-Player headlights issue

*When a player leaves with their headlights on may leave behind their light where the player was at that moment and the light does not go away unless you leave and rejoin

-No clutch in events

*Pausing on a ranked time attack event makes the clutch button disappear.

*This does not occur in drift and daily events.

*It is not made clear whether or not the clutch should or shouldn't be allowed in time attack events.

-Incorrect starting position

**See above for glitch info*

*The glitch also has an effect on starting positions in multiplayer. Only in multiplayer lobbies and not quick drift or race.

-Stance glitch

**See above for glitch info*

*The final step to do the stance glitch can be done in multiplayer in general instead of singleplayer. This includes quick drift and race as well as lobbies.

Other Issues

-Constant wheel and dust smoke on multiple tracks (Occurs in multiplayer as well)

*Nurburgring: Both tile surfaces near start as well as rumble pads. The gravel runoffs do not emit smoke like similar runoffs do on other tracks in game.

*[Images of the surfaces that cause infinite smoke on Nurburgring](#)

**Look into more tracks*

-Throttle slider unresponsive on Xiaomi devices

*[Video of the issue](#)

-"Quitting Application" not working

*Choosing "Confirm" when asked to quit the game from the main menu does not actually close the app

*Only way to exit the app at the moment is to put it in the background or press the home button.

-Interior camera settings not saving when closing the game

*This may not necessarily be a bug but something that would be nice if settings saved like tunes do for cars.

-Upside down logo on rims

*Honda logos on the Honda NSX-R '02 rims are upside down in the menu and dealership

-Ford GT and GT40 issue

*Ford GT and GT40 height cannot be adjusted, however the ride height option is not grayed out.

-McLaren 720S missing badge

*Missing 720S badge on the right front fender

*Logo is not missing on the driver side door

*Example: [The real car](#), [Tweet showing the car in game](#)

-Nissan Z432 Widebody tire size swap

*Tires on the front axle are noticeably taller and wider compared to the tires on the rear axle

*[Tweet of the issue](#)

-Glitchy textures on the Porsche 911 RSR, BMW M8 Race Car, and DC2 Integra

*The steering wheel of the Porsche 911 RSR has glitchy textures on the buttons on the wheel and some parts of the interior that are very prevalent when facing or in some sort of shade

*[Tweet of the texture issues in the 911 RSR](#)

*The M8 Race Car's logo on the window and rear window appear glitchy no matter the graphical settings when viewed at a distance

*[Tweet of the texture issue on the M8 Race Car](#)

*Texture issues on both cars appear to be present in every graphical setting

*Glitchy textures inside the DC2 Integra are also present but only on the hazard light button

-Missing textures and more on the LBWK HiAce

*The text on the top of the windshield, sides, rear window, and bumper are all missing

*The original stock paint of the car being from Evo 8 is no longer available to use for some reason and instead is replaced with a metallic gray paint labeled LBWK instead of the gray-ish purple it was released with, so anyone that paints the car can no longer access the original color.

*[Tweet from Sppp2223 on Twitter detailing the issues before and after](#)

-Texture issues in Fuji

*The finish line visibly has a texture issue clipping through the asphalt texture.

*When viewing the MS&AD sign before moving from the starting position it appears to clip into the building.

*The numbers 34 through 16 inside the pit lane clearly clip through the building.

*The seats in the stand near the Fuji Time pole darkens and brightens very quickly when passing by.

*The ads above the stands flicker when viewed at the right angle

*The lower part of the Fuji mountain in the distance seems to partially disappear and reappear rapidly.

*When starting, the TechDAS ad seems to clip into the adjacent blue ad.

*Starting grid disappears after the countdown.

*(Add video showing every instance)

-Texture issues in Nurburgring

*The windows on background buildings flicker

*[Example 1](#) & [Example 2](#)

-Missing camera shake

*The cinematic camera seen in a section of the Dottinger straight in Nurburgring originally shook when passing close by it at high speeds. Now the shake is completely absent.

*[Video of the camera shake in action 4 years ago](#) vs [the lack of camera shake today](#)

-Clipping issues in photos

*Seems to only occur in the main menu.

*EK9 Civic license plate and Honda badge are merged in with the body when using the in-game camera.

*The license plate of the dealer S13 has the same issue of clipping when taking photos.

*A similar issue occurs on the STI logos of the Impreza WRX STI '06.

*[Example of the issue with the EK9](#)

*[Example of the issue on the 06 Impreza](#)

*[Example of the issue on the S13](#)

-Dealer Nissan 350z oversized rims

*The inner rim of the 350z extends farther than the tire model.

*Only affects the stock rims.

*Can be seen when using higher steering angles.

*Does not affect the Advan 350z

*[Example of the issue](#)

-EP3 style Type R Civic logo on EK9

*The EK9 Civic license plate is the style seen on the EP3 Civic.

*[Logos and IRL examples of the Type R logos of the EK9 and EP3](#)

-Headlight and taillight issues

*Headlights and taillights either do not work properly when headlights are on or are messed up in some sort of way

*Affected cars:

-BMW E46

-Mercedes AMG GT-S

-Mercedes SLS

-J's S15

-Peugeot 308 R Hybrid

-9th gear display

*When shifting to the 9th gear, the number 9 shrinks to a size noticeably smaller than other gear numbers.

-ABS and TC icons

*Seeing as the headlight icon grays out when not being used, the ABS and TC icons do not do the same whether or not the assists are on or off.

-Controller switching cameras in pre race menu

*Controller can switch camera view in the pre race menu which also brings up the pause button.

*Doing this prevents you from starting the race.

*[Video of the issue in action](#)

-License typo

*Advanced license, High speed, Hard braking contains a typo. Braking is typed as breaking lol

*Example: [Typo](#) (This is an old post, but checking in game, the typo still exists.)

-Carrera GT wing

*Small parts of the Porsche Carrera GT wing does not raise and stays floating in the air instead of moving with the spoiler

*[Image of the issue](#)

-HiAce interior issues

*Small rays of light appear in the interior of the HiAce on Forest Path

*Tiny gaps in the model let light through

*[Video showing the issue and where the gaps possibly are](#)

-Paints darkening at lower graphical settings

*Various paints at low-high graphical settings turn black or a much darker color when entering multiplayer

*Effected paints: Matte Chrome,

-Cars do not get dirty in rally

*Cars no longer get dirty when rallying in every rally course.