

## 2.1.2

### Release Date

October 2, 2017

This version uses the [Arnold 5.0.1.4](#) core.

On Windows, C4DtoA 2.0 and later require the [Visual Studio 2015 redistributable](#)

### Download links

- [Solid Angle Downloads](#)

### ENHANCEMENTS

- [Replace an object with a procedural after ASS export](#)
- [Write ASS file metadata](#)
- [Read procedural bounding box from ASS file metadata](#)
- [Rename \*Skip license check\* to \*Render with watermarks\*](#)

### FIXES

- [Use existing Tx texture option does not work in R19 Team Render](#)
- [Wrong color space in auto tx with specific textures](#)
- [Alembic Vertex color tag does not render](#)
- [Extruded text caps crash CINEMA 4D](#)
- [C4D hangs on OSX when loading a scene with a broken procedural path](#)
- [Crash in the IPR when rendering displacement with texture offset](#)
- [Render option in the R19 LOD object doesn't work in Simplify mode](#)
- [Crash when rendering a volume and closing C4D on OSX](#)