

2.2.4

Release Date

March 8, 2018

This version uses the [Arnold 5.0.2.4](#) core.

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

Download links

- [Solid Angle Downloads](#)

FEATURES

- [Split large still images over frames](#)

ENHANCEMENTS

- [Set light as the viewport camera in the Light Manager](#)
- [Customize columns in the Light Manager](#)
- [Customize visibility of IPR toolbar items](#)
- [Add reload textures button to the IPR toolbar](#)
- [Center render region in the IPR](#)
- [Add link to the Arnold Answers site to the Help menu](#)
- [Support for the C4D render region in the IPR](#)
- [Support for the Noise shader in the C4D material alpha channel](#)
- [Support for Invert and Image Alpha in the C4D Material alpha channel shaders](#)
- [Set ASS export 'Export Object Hierarchy' flag via python plugin](#)

FIXES

- [IPR crash with Lathe object instances](#)
- [IPR does not update properly when a light is used as the camera](#)
- [Docked Light Manager cannot be saved in a layout](#)
- [XP particle color does not match the IPR and PV](#)
- [Cached XParticles are not exported to ASS file](#)
- [Can not use a relative path in Arnold drivers with Render Queue](#)
- [Can not begin paths with an environment variable](#)
- [Display proper error message for TurbulenceFD Learning Edition](#)