

2.6.2

Release Date

November 27, 2019

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- [Solid Angle Downloads](#)

This version uses the **Arnold 5.4.0.2** core, and it includes the beta version of Arnold GPU. See the [Release Notes](#).

Important information about Arnold GPU (beta)

- Check the [system requirements](#) before using Arnold GPU. If you don't have a [supported card](#) or the [required drivers](#), GPU rendering will not work.
- Review the list of [supported features and known limitations](#) before you start using Arnold GPU.
- If you have any technical problems, questions, or feedback on Arnold GPU, use the beta forum on [Arnold Answers](#)

ENHANCEMENTS

- New option to search in subfolders in search paths
- Allow C4D string tokens in search paths (e.g. \$prj)

FIXES

- Auto tx does not use the generated textures
- Export Ass with Expand Procedurals doesn't work
- Crash creating preset from an Arnold Sky
- X-Particles groups are missing when rendering takes
- Procedural does not respect scale in some cases
- Instance of a scaled procedural renders incorrectly
- Procedural as multi-instance does not render from the command line
- IPR forgets camera after undo and redo
- Material preview fails when texture is in a custom folder on the search path
- Number in path sometimes detected wrongly as frame sequence
- Arnold assets are not displayed correctly in the R21 Project Asset Inspector
- Attributes are not inline with lights in Light Manager in R21 Windows
- R21 command line hangs when invalid license server is specified
- Reference shader creates an extra node in R21