2.4.43

Release Date
March 6, 2019

This is a feature release, using the Arnold 5.2.2.1 core.

Installation

Get the installer on Solid Angle Downloads.

Enhancements:

- **Particle systems** can now be exported as a native Arnold points primitive. Their type (*Disks, Spheres, Quads*) can be set from the Arnold Properties
- **Pflow particle systems** can pick their shape through an Arnold-specific node called Arnold Shape.
  If selecting a standard shape, each particle is replaced by an instance of the shape. Also, you can select Arnold-specific primitives such as Procedural, Alembic, Volume, and lights.
- **Python** bindings for the Arnold API now part of the installer.

Fixes:

- Crash with Fluids Foam in Active Shade.
- Crash with Array tool in Active Shade.