

5.0.1.5

Bug fixes

- #6242 Crash when removing a procedural node
- #6254 trace_set: crash when destroying shader
- #6255 sss_irradiance_shader fails with closure-based shaders
- #6286 Volume shader: crash when connected as atmosphere shader
- #6288 Miscellaneous crashes (empty nurbs, empty implicit, atmosphere shadow_matte)
- #6292 Deep Driver: write errors hang the render
- #6293 Deep driver: append does not work with overscan renders
- #6294 Bucket call back: user bucket coords should be snapped to bucket grid
- #6295 Crash when saving empty ginstance with open_procs enabled
- #6297 Camera differential evaluation can cause crashes or hangs with OSL shaders linked to camera
- #6258 Range shader can sometimes output infinite or nan