

4.1.2.0

Milestone 4.1.2

November 25, 2013

Enhancements

- **Windows support for deep EXR2 driver:** The driver_deepexr node, which was previously only working for Linux and OSX, now works in Windows too. (#3751)
- **Faster Perlin noise:** AiPerlin3() has been optimized and is now 3.5x faster on top of the 1.4x speedup that was added in 4.1.1, for an accumulated 5x faster over 4.1.0. (#3746)
- **Reduced per-object memory footprint:** We have reduced the per-object memory overhead for instances, polymeshes, curves and procedurals, which will help in scenes with millions of objects. As an added benefit, the ray accel build scalability has been slightly improved on machines with many CPU sockets. (#3770, #3728, #3772)
- **Miscellaneous optimizations in lights:** The light source code has been optimized across the board, including a 7% speedup for scenes with manycylinder_light nodes, and an important reduction in memory for crazy scenes with hundreds of thousands of lights. (#1261, #3771, #3773)

Bug fixes

Ticket	Summary	Component	Owner	Priority	Version	Created
#3589	crash in polymesh/ginstance if matrix has null scaling and rotation	arnold	thiago	critical	4.0	3 months
#3258	Interruption leaves some nodes unrenderable during a begin/end session	arnold	mike	major	4.0	10 months
#3768	Deep Driver crash when only Z and A are output	arnold	ramon	major	4.1	4 days
#2772	disallow setting empty strings as a node name	arnold	angel	minor	3.3	20 months