

5.0.1.4

Bug fixes

- #6177 wireframe artifacts when not in raster-space
- #6184 MtoA crash when saving a scene using motion blur
- #6186 triplanar uses wrong mipmap level for some parts of the object
- #6187 triplanar uses overly high res mipmaps
- #6192 Crash when removing and recreating a procedural instance
- #6202 counter overflow crash in big scanline EXR images
- #6203 Camera corruption after substantial forward zooming with kick -ipr m
- #6219 photometric_light filename does not support environment variable expansion
- #6222 Metallic BSDF albedo is always white
- #6174 "host app" metadata item not readable by AiMetadataStoreLoadFromASS