

## 5.0.1.3

### Bug fixes

- #3319 Alpha not fully opaque in output images
- #6104 Quad lights do not work with projected textures
- #6136 Indirect sample clamp not visible in AOVs
- #6151 Black AOV output due to conflicting AOV type redefinition
- #6162 AiShaderGlobalsGetPositionAtTime, AiTraceBackground, and AiVolumeSample crash in background shading context
- #6166 AiM4Scaling does not work in python
- #6168 Overriding view direction for metal BSDF not supported
- #6170 Crash creating motion blurred min\_pixel\_width inside a procedural