

5.0.0.2

Bug fixes

- #5946 Inconsistent reference_time between deform and transform motion blur
- #5947 AiSetAppString() not working
- #5953 Wrong stats after destroying shape nodes
- #5964 LPEs not working with raw drivers
- #5969 Avoid gcc -Wall warning about strict-aliasing in AtParamValue
- #5973 Curves with varying UVs rendering wrong
- #5977 Shadow matte shader missing transparency with passthrough shader