

## 5.0.0.3

### Bug fixes

- #5639 Mesh lights in procedurals not working properly
- #5982 Memory leak due to AiShaderEvalParamArray
- #5988 Avoid gcc -Wall warning about strict-aliasing in AtArray
- #5992 Color Manager: support chromaticities for additional standard gamuts / white points
- #6001 Performance regression in BVH build
- #6015 Crash with oriented curves mode when no orientations are specified