

# 2.5.1

## Release Date

April 11, 2019

## Download links

- [Solid Angle Downloads](#)

This version uses the **Arnold 5.3.0.2** core, and it includes the [beta version of Arnold GPU](#). See the [Release Notes](#).



### Important information about Arnold GPU (beta)

- Check the [system requirements](#) before using Arnold GPU. If you don't have a [supported card](#) or the [required drivers](#), GPU rendering will not work.
- Review the list of [supported features and known limitations](#) before you start using Arnold GPU.
- If you have any technical problems, questions, or feedback on Arnold GPU, use the beta forum on [Arnold Answers](#)

## ENHANCEMENTS

- [Add bake geometry utility](#)
- [Add support for Particle Geometry object](#)
- [Export index of clones as user data](#)
- [Display light radius in the viewport](#)
- [Display quad light roundness in the viewport](#)
- [Use color temperature over the light texture](#)
- [Use Selection object in light linking](#)

## FIXES

- [Light radius should be a length unit type parameter](#)
- [Wrong displacement when driven by varying user data](#)