

4.2.15.1

Milestone 4.2.15.1

Bug fixes

- #5537 Fix built-in `shadow_matte` AOV to match the common library shader `shadow_matte`
- #5551 Portals not working with unconnected skydome light color
- #5554 AiNodeDestroy sometimes returns wrong value when destroying procedural nodes
- #5561 Destroying a procedural node doesn't always release the node name
- #5562 Skydome light outside portals should be blocked