

4.2.14.1

Milestone 4.2.14.1

Bug fixes

Ticket	Summary
#5329	Deep AOV sample iterator losing mixed atmosphere and surface samples
#5367	Subdivs: bad limit surface near vertices connected to both boundaries and creases
#5368	Subdivs: creased vertices are not correctly handled for UVs or indexed user data
#5377	Fix memory leak and overhead due to samplers
#5383	delay in opening kick window
#5391	Render checkpointing incorrectly computes channel offsets
#5396	Drivers with append ON should not touch completed files
#5402	Deep driver: use smaller minimum alpha value for samples
#5403	lights and ginstances incorrectly only use the first matrix transform key when curved_motionblur is disabled