

4.2.14.4

Milestone 4.2.14.4

Bug fixes

Ticket	Summary
#5462	Deep output should work with AA < 0
#5468	Different binary outputs from same scene
#5479	Crash when calling AiNodeDestroy on a procedural with invalid dso path
#5480	Procedural failing when re-setting the same dso
#5482	artifact near center of spherical light with volume scattering
#5507	spot light bounds doesn't factor in lens radius
#5509	Mesh light incorrect render or crash with deformation motion blur
#5510	Procedural children not correctly removed when destroying procedural
#5474	stack overflow at high sampling rates