

4.2.12.1

Milestone 4.2.12.1

Bug fixes

Ticket	Summary
#5027	AOVs of type AI_TYPE_NODE do not work
#5028	shader AOV does not work
#5033	Deep EXR light AOVs crash
#5035	Deep EXR light AOVs not composed correctly
#5041	Incorrect deep EXR render with matte surfaces behind volumes
#5046	Light AOV name change to use '_' instead of '.' as separator