

0.4.0.dev

Release Date

September 26, 2014

This version uses the Arnold 4.2.1.2 core.

Download links

https://downloads.solidangle.com/c4dtoa/C4DtoA_v0.4.0.dev_win.zip

https://downloads.solidangle.com/c4dtoa/C4DtoA_v0.4.0.dev_darwin.zip

NEW FEATURES

- Support for curves.
- Support for light linking.
- Added API for third-party developers.
- Support for Camera Mapping projection in Texture Tag.
- Support for layer visibility.
- Supporting 'Make editable' command in Arnold Procedurals.
- Added 'Plugin path' option to Arnold settings.
- Added 'About' dialog.

IMPROVEMENTS

- Instancing with nested objects.

FIXES

- Creating objects whilst IPR is active and running creates them without attributes.
- Wrong IPR update when parent transform of a light has been changed.
- Shader previews disappear after making changes during IPR.
- Wrong file names of AOV sequences.
- IPR update is wrong when changing visibility of parent.
- Changing resolution does not work in IPR.

NOTES

- Increase Sample rate when rendering closed splines (such as a Circle).
- API documentation is available here: [C++ API](#)