

0.4.2.dev

Release Date

October 8, 2014

This version uses the Arnold 4.2.1.2 core.

Download links

https://downloads.solidangle.com/c4dtoa/C4DtoA_v0.4.2.dev_win.zip
https://downloads.solidangle.com/c4dtoa/C4DtoA_v0.4.2.dev_darwin.zip

IMPROVEMENTS

- User interface
 - Arnold Render settings / System tab: if "Progressive refinement" is disabled, gray out "Initial sampling level"
 - Arnold Render settings / System tab: change default "Display bucket corners" to FALSE
 - Arnold Render settings / System tab: remove "list" bucket scanning
 - Arnold Render settings / Textures: if "Accept unmipped" is off, then "Auto-mipmap" must be grayed out
 - Arnold Render settings / Textures: if "Accept untiled" is off, then "Auto-tile" and "Tile size" must be grayed out
 - Arnold Render settings / Textures: The accept untiled/unmipped checkboxes moved above the respective auto-mipmap/tile.
 - ASS Export: rename "ASS path" to ".ass filename"
 - ASS Export: rename "Autodetect padding in path" to "Autodetect padding in filename"
 - ASS Export: remove "Override nodes" (override nodes are deprecated)
 - ASS Export: remove "Render with kick" options
 - Lights: remove "Decay type" (hardcode it to quadratic)
 - Lights: remove "Affect diffuse" and "Affect specular" (they are deprecated)
 - Lights: rename "Sss" to "SSS" (all uppercase)
 - volume_scattering shader: change range of "Anisotropy" from [-1,+1] to [-0.9, +0.9]
 - utility shader: remove "Set opacity"
 - skin shader: change specular default to white
 - Rename meshLightMaterial shader to mesh_light_material.

FIXES

- Crash in IPR when Undo a change of a sky shader
- Make splines non-renderable by default
- Crash with instancing Null object
- Crash during IPR when an object made editable which is referenced by an instance
- IPR crash with a mesh light

NOTES

- Render flag is added to Arnold Parameters tag of Splines. They are rendered only if this flag is enabled.