

5.0.0.1

Bug fixes

- #5927 Memory pools allocations are much bigger than requested
- #5910 Missing Python bindings for some AtNodeEntry API functions
- #5911 Nodes contained in .obj and .ply procedurals are registered in the global name scope
- #5917 Remove pykick since it's broken
- #5923 UINT parameter values are clamped to 0x7FFFFFFF when parsed from .ass files
- #5925 Properly handle cases where cpuset is smaller than the detected number of cores
- #5926 ignore_motion_blur with non-zero reference_time does not work with a polymesh with normals
- #5930 normal_map shader issues
- #5931 Standard surface coat normal not decoupled from main normal
- #5936 AiNodeClone not working for parameter overrides
- #5940 AiNodeEntryGetDerivedType wrong for builtin procedural and implicit nodes