

## 4.2.16.3

### Milestone 4.2.16.3

#### Bug fixes

- **#5645** Fix temporary hangs under Windows
- **#5720** Crash when removing unloaded deferred procedurals
- **#5721** face\_visibility crash
- **#5723** Crash when modifying matrix while reloading a procedural
- **#5733** Watermarked deep file hangs render
- **#5743** Write time message for .ass files too short
- **#5759** Always scale past 64 threads in Windows
- **#5768** AiMakeTx should close file handles of input textures
- **#5773** Volumes missing IPR update when changing min and max parameters