

6.0.1.1

04 Feb 2020

This is a bugfix release, for a full list of features see the [Arnold 6.0.1.0 release notes](#).

Bug Fixes

- #9229 AiProceduralViewport doesn't honor procedural_searchpath
- #9216 [Alembic] Normals not read from polymeshes in some archives
- #9227 [Alembic] Visibility overridden for ginstances of Alembic procedural
- #9201 [GPU] A polymesh with step_size>0 and volume_padding>0 crashes
- #9293 [GPU] Multi-GPU partially hangs on scenes with textures
- #9185 Potential crash in node initialization of ginstances with parallel initialization
- #9230 Unable to install licensing components on debian based linux