

# 1.0.16.0

## Release Date

May 17, 2016

This version uses the [Arnold 4.2.13.6](#) core.

## Download links

- [Solid Angle Downloads](#)

## ENHANCEMENTS

- [Better reference object workflow](#)
- Support for xp groups
- Adopt bucket size to the region in IPR
- Support for viewport filter in Arnold Light
- Translate C4D's native IES light
- Change parameter order on the [skydome\\_light](#) UI

## FIXES

- IPR crash with mesh particles and displacement
- IPR hangs after modifying a stacked material
- Wrong bucket corner display in IPR
- Process hangs on OSX when closing C4D and the IPR Window is docked
- Crash after copy & paste in the Shader Network Editor
- Wrong user data export when the parameter order changes
- Visible mesh light is not written to the emission AOV
- Object mask does not work with mesh light geometry
- Wrong fov with an Alembic camera
- Can not use layer\_color shader for displacement
- Tx Manager use absolute path for a texture in a subfolder under 'tex'