

1.3.0

Release Date

Sep 15, 2016

This version uses the [Arnold 4.2.14.3](#) core.

Download links

- [Solid Angle Downloads](#)

FEATURES

- [Update only the selected objects in the IPR](#)
- [Add color and vector components as output ports in the shader network editor](#)

ENHANCEMENTS

- [Add option to clear the substance texture cache](#)
- [Add new x-particles channels](#) (smoke, temperature, fuel, fire)
- [Support for Visibility in the Display Tag](#)
- Show only valid linkable shader parameters in the input port menu