

## 4.2.13.1

### Milestone 4.2.13.1

#### Bug fixes

<b>Ticket</b>	<b>Summary</b>
#5157	Multilayer EXR should properly output INT AOVs when other types are present
#5165	Hang when repeatedly adding and removing nodes
#5167	Crash when destroying a scene with cloned quad lights
#5170	Crash when destroying a procedural used by the procedural cache
#5173	Crash with volumes when light volume_samples is zero