

4.2.16.4

Milestone 4.2.16.4

Bug fixes

- #5792 AiMakeTx should output error messages
- #5827 Automatic reloading of a procedural with lights doesn't work
- #5881 Allow changing thread_priority in Windows
- #5925 Properly handle cases where cpuset is smaller than the detected number of cores
- #5926 ignore_motion_blur with non-zero reference_time does not work with a polymesh with normals
- #5953 Wrong stats after destroying shape nodes
- #5858 IPR moving in kick doesn't work in flat scenes