

1.0.5.0

Release Date

August 24, 2015

This version uses the Arnold 4.2.8.0 core.

Download links

- [Solid Angle Downloads](#)

FEATURES

- [Support for native C4D Material](#)

ENHANCEMENTS

- Added built-in modes to [ramp shaders](#)
- Custom GUI for setting color values in [math shaders](#)
- Added custom gui for array parameters
- Support for alpha channel in a [Bitmap shader](#)
- [Query current C4DtoA and Arnold version from a python script](#)
- Update to TFD v1.0 1395
- Add 'tag' mode to the resource_generator tool

FIXES

- Arnold Parameters tag default values of an X-particles emitter are wrong
- Transform of TP particle instances are wrong
- Light Blockers are not working
- Crash when invalid shader is linked to mesh light color

NOTES

- TFD v1.0 1395 must be used with this version. Older TFD builds can crash during export.
- c++ API has been changed, third-party plugins using the API has to be rebuilt.