

# 1.7.1

## Release Date

March 13, 2017

This version uses the [Arnold 4.2.16.3](#) core.

## Download links

- [Solid Angle Downloads](#)

## ENHANCEMENTS

- [Add 'look at' constraint for Arnold lights](#)
- [Add loop option to the Arnold Procedural](#)

## FIXES

- Straight alpha doesn't work with single frame Team Render
- Save color profile is not applied in single frame Team Render
- IPR stops updating when motion blur is enabled
- C4D crash in R18.039+ when Arnold IPR updates
- Objects displayed in the viewport by the Arnold TP Group does not respect the shape mode
- Wrong displacement when converting a substance asset
- Motion blur does not work with the instancer (affects third-party extensions)