

5.0.4.4

23 Feb 2022

MAXtoA 5.0.4 is a bugfix release, updating to [Arnold 7.0.0.3](#)

Installation

1. Download [Arnold for 3ds Max](#).
2. Follow the [installation instructions](#).

System Requirements

- Autodesk 3ds Max 2020, 2021, or 2022.
- Windows 10 or later, with the Visual Studio 2019 redistributable.
- CPUs need to support the SSE4.1 instruction set.
- GPU rendering requires an NVIDIA GPU of the Turing, Volta, Pascal, or Maxwell architecture. We recommend using the [472.12 \(Quadro\)](#), [472.12 \(GeForce\)](#), or higher drivers. See [Getting Started with Arnold GPU](#) for more information.
- Optix™ denoiser requires an NVidia GPU with [CUDA™ Compute Capability 5.0](#) and above.

Bug Fixes

- MAXTOA-1286 - Link statically to glew32
- MAXTOA-1295 - Diagnostic->Log doesn't respect the verbosity level

- ARNOLD-11969 - Min pixel width on curves doesn't work on first render pass
- ARNOLD-11945 - Crash when mixing transmission on overlapping meshes
- ARNOLD-11852 - Memory leak with imagers when rendering multiple frames
- ARNOLD-11836 - Exiting Arnold during a render causes hangs on Windows
- ARNOLD-11835 - Full frame imagers crash with negative render region
- ARNOLD-10400 - Volume motion blur advection computation was incorrect
- ARNOLD-10391 - Volume motion blur used incorrect motion/shutter intervals
- ARNOLD-10281 - Mix parameter in mix_shader is ignored for determining whether a shape is opaque or not
- ARNOLD-12055 - [GPU] Crash switching from CPU to GPU with Optix denoiser
- ARNOLD-10577 - [GPU] Textured skydome_light leaks memory over multiple frames in a session