

## 2.0.0.1

### Release Date

April 26, 2017

This version uses the Arnold 5.0.0.2 core.

### DOWNLOADS

- [solidangle.com/arnold/download](http://solidangle.com/arnold/download)

This is a hotfix release. It addresses the following issues:

- Shadow Matte alpha was incorrect
- ID AOV in the Arnold RenderView was not supported
- Memory pools allocations are much bigger than requested
- Standard Surface viewport shading was not working in Maya 2016
- XGen failed to render on multiple patches
- Render to Texture shelf icon was launching light manager
- SynColor extension was missing in 2016\_R2
- fixed error message in Render to Texture about color management
- Nodes contained in .obj and .ply procedurals are registered in the global name scope
- Standard surface coat normal not decoupled from main normal
- LPEs were not working with Raw drivers
- Curves with varying UVs were rendering wrong
- UINT parameter values are clamped to 0x7FFFFFFF when parsed from .ass files
- Properly handle cases where cpuset is smaller than the detected number of cores
- ignore\_motion\_blur with non-zero reference\_time does not work with a polymesh with normals
- normal\_map shader issues
- Missing Python bindings for some AtNodeEntry API functions
- AiNodeEntryGetDerivedType wrong for builtin procedural and implicit nodes

Ticket	Summary
#2955	XGen failed to render on multiple patches
#2958	XGen failed to update igroom ptex in IPR
#2959	ID AOV not supported in ARV
#2969	Arnold Shelf Button for Render to Texture opens the Light Manager instead
#2971	SynColor extension missing in 2016 Ext2
#2972	Error message in Render to Texture
#2973	Viewport error in Maya 2016 with standard surface