

2.0.1

Release Date

May 11, 2017

This version uses the [Arnold 5.0.0.2](#) core.



On Windows, C4DtoA 2.0 and later require the [Visual Studio 2015 redistributable](#)

Download links

- [Solid Angle Downloads](#)

ENHANCEMENTS

- Set [normal](#), [bump](#) and displacement map to linear by default
- Disable invalid parameters in the shader input port menu
- Help button in the shaders

FIXES

- Can not connect shaders to the ray_switch_shader
- Mix shader in old scenes is loaded with black input color
- Image shader color spaces are missing occasionally
- The emission AOV is black when a layer shader is used
- The IPR does not update when changing parameters of a Substance Asset
- The IPR does not update when the LPE of a custom AOV is modified
- Can not edit the LPE when a custom AOV is renamed
- Auto open of the network editor is too annoying
- Do not show the common shape parameters of a third-party procedural