

## 1.0.0.2

### Release Date

April 14 2014

This version uses the Arnold 4.1.3.5 core.

#1742	Shapes are drawn twice in the standin opengl window
#1739	Export to Ass and Kick is limited to one core when swatch render is enabled
#1770	mtoa initDefaultFilters.mel does not work
#1776	Photometric Light text box doesn't update
#1695	docs and doc folder in the package
#1724	Pollution in the standIn bounding box computation
#1748	Maya Pointlight created from the Arnold menu doesn't show up in the Light Linking editor