

**Modified features:**

- (\*) Compatibility with 3ds Max 2008;
- (\*) If registered as a service, the V-Ray license server will be restarted automatically if it closes unexpectedly;
- (\*) V-RayMtl has texture maps for anisotropy and anisotropy orientation;
- (\*) The "Clamp output" option now always affects the image, regardless of the "Don't affect colors" option for the color mapping;
- (\*) V-RayProxy has a Scale parameter that allows it to work with the "Rescale World Units" utility;
- (\*) Schlick sampling is now the only path sampler supported by V-Ray;
- (\*) More reliable communication between V-Ray and the V-Ray license server;
- (\*) Added "Taper" parameter to V-RayFur;
- (\*) V-RayCompTex can now be used as a bump map;
- (\*) Color mapping will not affect background seen on matte objects if "Affect background" option is off;

**Bug fixes:**

- (\*) Restarting spawner on a machine causes clients to crash (when not rendering);
- (\*) Crash when rendering renderable splines;
- (\*) Crash at end of rendering when using V-RayDomeCamera;
- (\*) Crash when rendering V-RayLight's with the scanline renderer;
- (\*) Multi/sub materials with both a refractive and opacity-mapped materials rendered the refractive materials wrong;
- (\*) The V-Ray license server did not list the number of engaged/free licenses properly in the status web page;
- (\*) The Panorama Exporter utility did not work properly;
- (\*) V-RayDirt could fall in an infinite cycle when applied on transparent objects itself;
- (\*) When used with the -channel option, V-RayImg2EXR created additional empty channels in the resulting .exr file;
- (\*) Inconsistent noise patterns between identical frames in animation;
- (\*) Crashes under VIZ 2008 when loading scenes with V-RayMtl materials with the "Show map in viewport" button and DirectX viewport display;
- (\*) The number of light cache samples taken on the image could be lower than specified by the light cache Subdivs value;
- (\*) V-RayToon did not work with camera clipping;
- (\*) V-RayLight in skylight portal mode with the "Simple" option checked used the 3ds Max background, rather than the GI environment override specified in the V-Ray Environment rollout.
- (\*) V-RayLight with multiplier 0.0 now renders as though the light is turned off (resulting in faster renders in this case);
- (\*) Reduced memory consumption per connection for the V-Ray license server;
- (\*) V-RaySun did not produce shadow render elements (V-RayShadow, V-RayMatteShadow etc) render elements;
- (\*) The 3ds Max Composite material could produce incorrect alpha when used with transparent V-RayMtl materials;
- (\*) Slow rendering of objects with alpha contribution less than or equal to 0.0;
- (\*) Distributed rendering through BackBurner was not working properly;
- (\*) V-RaySky could produce negative colors when the sun is below the horizon;
- (\*) The raw lighting render elements did not respect opacity mapping;
- (\*) The V-Ray scene converter script does not disable maps in the resulting V-RayMtl materials when there are no map assigned in the original ones;
- (\*) Objects not visible to GI blocked caustics;
- (\*) Dark edges on glossy materials with V-RayEdgesTex as bump map;