V-Ray 1.50 Service Pack 4 for Autodesk 3ds Max

New features:
(*) Added VRayAmbientLight;

Modified features:
(*) Improved multithreading on multi-core machines;
(*) Ability to specify gizmo falloff for VRayEnvironmentFog;
(*) Ability to use arbitrary meshes as gizmos for VRayEnvironmentFog;
(*) Option to exclude the background from VRayEnvironmentFog;
(*) Added CIE sky models to the VRaySun and VRaySky;
(*) It is now possible to submit DR servers list for DR though backburner;
(*) Added for the VRayIES light to not use area speculars;
(*) Added Kelvin temperature settings for the color of VRayLights;
(*) VFB history is now turned off when 3ds Max is in slave mode;
(*) Output .vrimg and split channel paths are listed in the Asset Tracker;
(*) GI cache files (irradiance maps, light cache etc) are listed in the Asset Tracker;

Bug fixes:
(*) Crash with Remove button for lights in VRayEnvironmentFog;
(*) Crash with Hair&Fur in 3ds Max Design 2010 (Danculo);
(*) Issue with Arch&Design materials in multi/sub-object material;
(*) It should not be possible to export already created VRayProxy objects as
.vrmesh files;
(*) Fixed invalid colors with texture-mapped lights when the texture contains