

# HtoA 1.0.0

22 September 2014

This is the first public release of HtoA.

## Installation

1. Get the install files on [Solid Angle Downloads](#).
2. Follow these [installation instructions](#).

## Compatibility

This release uses Arnold 4.2.1.2 and OpenVDB 2.3.0.

Binaries available for the following Houdini or Houdini FX production builds:

- 13.0.509
- 13.0.498
- 13.0.476

and for the following platforms:

- Linux x86\_64 (gcc4.4)
- Windows 7 x64 (vc11)
- Mac OS X 10.8+

Please note that Houdini Apprentice and Houdini Indie do not support third party renderers and thus cannot run HtoA.

## Enhancements

- Initial IPR implementation with support for ROP parameter changes, full camera and light updates, shader parameter changes and object transform updates (#365)
- EXR overscan support (#386)
- Automatic texture\_max\_open\_files (#387)
- Display bucket borders for the final AA only (#376)
- Arnold menu (#396)
- Update developer documentation (#399)
- Re-enable tiling for deep OpenEXR (#410)
- *driver\_houdini* is now installed in `arnold/drivers`, separately from the factory shaders to avoid errors when making HtoA shaders available in another package (#404)
- Namespaced all HtoA shaders, procedurals and volume plugins to avoid collisions with the other plugins implementations. Shaders names are now prefixed with `htoa__` and procedural and volume plugin DSO names are prefixed with `htoa_` (#299)

## Fixes

- .ass file not written if extension not ".ass" (#370)
- Force manifest generation for Visual Studio 2012 (#371)
- Optimize user data shaders (#369)
- No camera exported when doing render region and no camera exists in the scene (#372)
- Linking with wrong libJPEG on OSX (#317)
- Exception when ROP shutter length is zero (#379)
- Removed *htoa.utils* module (#400)
- Exit gracefully when *driver\_houdini* is run outside of *hick* (#402)
- Fix UI logic for prefix / suffix when exporting ASS files (#329)
- Log error messages with *printf* outside of an Arnold universe (#390)
- UI tweaks on the *image* and *int\_to\_float* shaders (#335)
- Fixed crash when exporting attributes and UVs from tessellated geometry (#380)
- Replace *driver\_houdini* with a default *driver\_exr* when exporting .ass files (#401)
- Evaluate shader parameters at the export frame instead of the current frame (#222)
- Procedural bounds should not be in object space (#305)
- Do not install the API docs if they were not generated (#409)

- Render region display stuck after tumbling the viewport camera on Windows (#384)

### Incompatible changes

- In an effort to simplify releases, we are dropping support of the Windows vc9 builds, please contact us if this is a problem for you.
- The *switch* shader is now 0-based for better compatibility with the *compare* shader (#406)
- The factory shaders and procedurals are now located in `arnold/plugins` and `arnold/procedurals` instead of `arnold_plugins` and `arnold_procedurals` (#407)
- Renamed HtoA shaders DSO to `htoa_shaders.{so,dll,dylib}` (#405)