

# arbitrary user attributes

KtoA looks for `geometry.arbitrary.<attrname>` attribute groups following the Katana specification. It adds one special child attribute to specify special Arnold parameter types:

- `geometry.arbitrary.<attrname>.arnoldOutputType`: a string attribute indicating the destination type of the Arnold parameter. If not used, this attribute should be left unset, or it should be set to the same type as `geometry.arbitrary.<attrname>.outputType`. The only special Arnold types are "node" and "pointer", and in that case both `geometry.arbitrary.<attrname>.inputType` and `geometry.arbitrary.<attrname>.outputType` should be set to "string". The value(s) should be location paths.