

group

The `group` scenegraph location supports the usual Katana attributes and inheritance rules for the children of the group. KtoA also adds one additional control:

- `forceExpand`: if this int attribute is present and has a non-zero value, this force-expands the group so that it will not wait until a ray hits the group's bounds to send the group contents to Arnold. Note that this only applies to Arnold 4.x and earlier (KtoA 1.x). In Arnold 5 and newer (KtoA 2 and newer), all groups are always force expanded.
- `arnoldStatements.forceExpand`: a synonym for `forceExpand`, if either are present this force-expands the group so that it will not wait until a ray hits the group's bounds to send the group contents to Arnold. Again, this only applies for Arnold 4.x and earlier (KtoA 1.x).

Note that in KtoA 1.x if the global setting for procedural expansion (set in the `ArnoldGlobalSettings` node) `proceduralExpansion` is set to *at startup* or *flatten locations* then all groups are always force-expanded. This can incur a higher startup time to render but may result in faster renders overall depending on the scene.