

# HtoA 5.0.0

10 Dec 2019

This is a feature release, bringing Arnold 6.0 for GPU and initial support for Arnold in Solaris. It also features the import and export of materials, and a viewport proxy for procedurals.

To make the Arnold hydra plugin available in the staging environment, please either set the `PXR_PLUGINPATH_NAME` environment variable, or add it in the `houdini.env` file. Set the value of `PXR_PLUGINPATH_NAME` to the location of the hydra folder within the HtoA install tree. Running the installer with the Install and Configure option will add this to your `houdini.env` file as part of the install process.

- Please visit [Getting Started With Arnold GPU](#) and [Arnold GPU FAQ](#)
- Check the compatibility of your system on [Supported GPUs](#)
- Review the [Supported Features and Known Limitations](#)

## Installation

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

## Compatibility

This release uses Arnold 6.0.1.0, OpenVDB 4.0.0 and [Arnold-USD](#) (0271b7ad).

Binaries available for the following Houdini, Houdini FX, Houdini Indie and Houdini Education production builds:

- 17.0.506
- 17.5.425
- 18.0.287

and for the following platforms:

- Linux x86\_64 (H16: gcc4.8 and H17: gcc6.3)
- Windows 7 x64 (H16: vc14 and H17: vc14.1)
- Mac OS X 10.8+ (clang7.3)

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

## Enhancements

- IPR updates for light creation and deletion (htoa#499)
- Export materials (htoa#1315)
- Import materials (htoa#1314)
- Import materials with input component connections (htoa#1341)
- Initial Solaris support for HtoA (htoa#1329)
- Viewport proxy for arnold procedurals (htoa#1318)
- Add `aov_write_vector` shader to prevent clamping on specific AOVs (htoa#1235)
- Update materialx operator (htoa#1321)
- Add Role (OCIO) color space family (htoa#1348)
- Notarise the OSX HtoA installer (htoa#1292)
- Launch license manager (htoa#1308, htoa#1346)

## Fixes

- Build psutil on OSX (htoa#1349)
- OSX installer crashing on extraction (htoa#1352)
- Int and Bool hydra render settings not coming through in OSX (htoa#1355)
- Crash when creating the Render Settings LOP (htoa#1353)

See also the [Arnold 6.0.1.0](#) release notes for the full list of core enhancements and fixes.