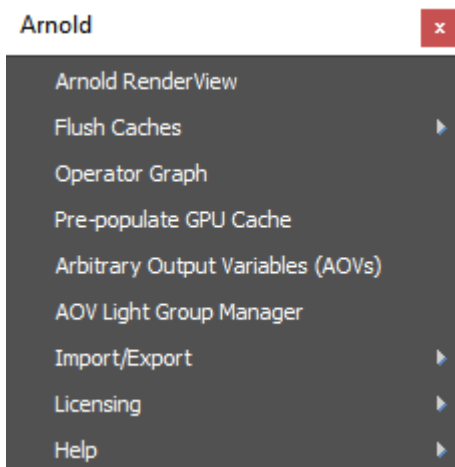


Arnold Menu



Arnold RenderView

Opens the [Arnold RenderView](#) window.

Flush Caches

The [Flush Caches](#) menu can be found within the Arnold menu.

Operator Graph

Opens the [Operator Graph](#) window.

Pre-Populate GPU Cache

This pre-populates the GPU program disk cache. Pre-population is optional, but once done, this allows subsequent GPU renders start faster. The cache is stored on disk, but if the NVIDIA driver is updated, or the GPU hardware configuration changed, the cache may be stale and need to be re-populated.

Note that pre-populating the cache may take 15 minutes or more to run.

Arbitrary Output Variables (AOVs)

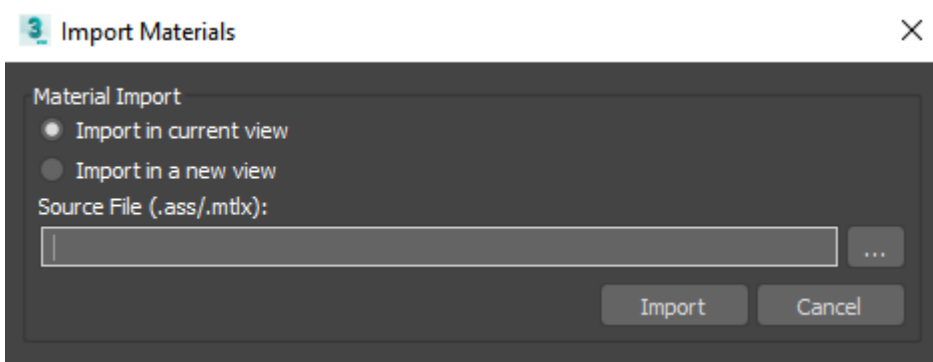
Opens the [Arbitrary Output Variables](#) (AOVs) window.

AOV Light Group Manager

Opens the [Light Group Manager](#) window.

Import Materials

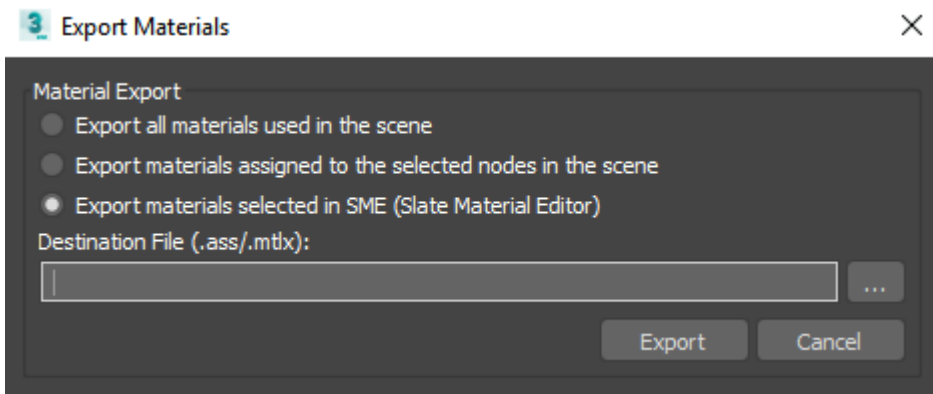
Import materials and maps as [.ass](#) and [.mtlx](#). The imported nodes should be available in the *Slate Material Editor*.



Import Materials window

Export Materials

Export materials and maps used by the currently selected nodes as [.ass](#) and [.mtlx](#).



Export Materials window

Licensing

- License Manager.
- [Licensing Help](#).
- [Purchase Subscription](#).

Help

- **User Guide**: opens this [MAXtoA](#) manual in the browser.
- **Arnold Renderer**: opens the [Arnold Renderer](#) website in the browser.
- **Arnold Answers**: opens the [Arnold Answers](#) website in the browser.
- **About MAXtoA**: You can check the version number by opening the About dialog from the **Arnold > About** menu. It displays a dialog showing credits and the version number of MAXtoA and the Arnold core.

