

# HtoA 1.2.2

17 February 2015

This is an important maintenance release, fixing several crashing bugs with a few enhancements.

## Installation

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

## Compatibility

This release uses Arnold 4.2.3.1 and OpenVDB 3.0.0.

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

- 14.0.201.13
- 13.0.665
- 13.0.621

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

- New ROP option to toggle detailed log when loading shaders and other plugins (#526)
- Optimized *camera\_projection* shader (#524)

## Fixes

- Dangling attribute references cause intermittent crash with deformation blur (#521)
- Python exception on Windows 8 (#519)
- Fix small regression when exporting a "name" attribute (#474)
- Override node will not accept more than 20 parameters (#495)

## Incompatible changes

- In the *Override* OBJ node, the values parameters had to be renamed to prevent a numbering ambiguity, please refer to #495 for the renaming scheme. You may have to re-assign the override values in old scenes.