

HtoA 4.0.1

28 March 2019

This is a bug fix release.



Important information about Arnold GPU (beta)

- Check the [system requirements](#) before using Arnold GPU. If you don't have a [supported card](#) or the [required drivers](#), GPU rendering will not work.
- Review the list of [supported features and known limitations](#) before you start using Arnold GPU.
- If you have any technical problems, questions, or feedback on Arnold GPU, use the beta forum on [Arnold Answers](#)

Installation

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

Compatibility

This release uses Arnold 5.3.0.1 and OpenVDB 4.0.0.

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

- 16.5.634
- 17.0.506
- 17.5.173

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.

Fixes

- Add `ipr` parameter metadata skip IPR updates (htoa#1171)
- Fix relative shader path on AOV shaders on arnold ROP (htoa#1207)
- Baking to textures missing UDIMs for incomplete UV sets (htoa#1214)
- Make populate GPU cache modal (htoa#1216)

See also the [Arnold 5.3.0.1](#) release notes for the full list of core enhancements and fixes.