

HtoA 3.3.0

18 February 2019

This is a bug fix release, fixing an alembic packed primitive issue.

Installation

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

Compatibility

This release uses Arnold 5.2.2.1 and OpenVDB 4.0.0.

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

- 16.5.634
- 17.0.416
- 17.0.459
- 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

- Crash with alembic packed primitives (#1174)
- Fix operator export for custom operators (#1169)
- Better logs when geometryId unavailable (#1168)
- Optimise performance with multiple light objects and change default light shape (#1184)
- Default color space for lights (#1182)
- Fix error when mesh_light is missing a mesh (#1187)
- Error translating ROP network with relative path in Fetch ROP (#1175)
- Only show license log when licensing fails (#1172)
- Pass number of threads to hick (#1170)

See also the [Arnold 5.2.2.1](#) release notes for the full list of core enhancements and fixes.