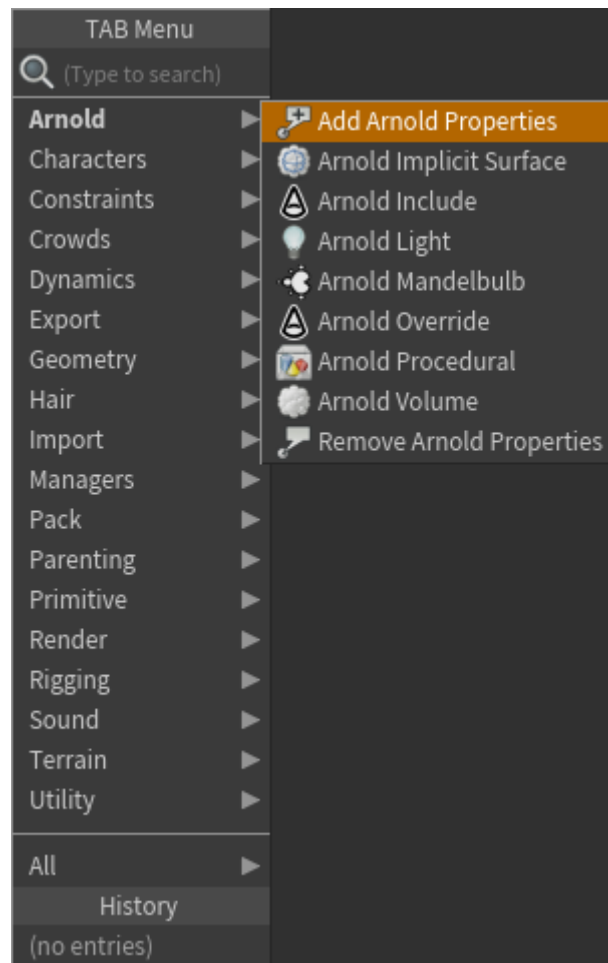


Properties

By default, HtoA will automatically create an Arnold properties tab on newly created OBJs. It is possible to prevent the automatic creation of properties by setting the `HtoA_AUTOPROP` environment variable to 0. You can then manually add Arnold properties to a selection of OBJs by clicking **Add Arnold Properties** in the [toolbar](#):



or by using **Tab > Arnold > Add Arnold Properties** in the network editor:



Similarly, the properties can be removed with **Remove Arnold Properties** on the toolbar or tab menu.

i Note that the Arnold properties are regular Houdini spare parameters that are prefixed the `ar_` to emphasize that they are specific to Arnold.

Arnold properties can be added to the following objects.

- [Camera Properties](#)
- [Geometry Properties](#)

