

HtoA 4.1.0

22 May 2019

This is a bug fix release, including faster GPU cache pre-population.



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 5.3.1.0 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
- 17.5.229
- 17.5.258

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

- IPR for light color shaders (htoa#942)
- OBJ node with tessellated and non-tessellated geo (htoa#1219)
- IPR for light enable/disable parameter (htoa#1221)
- Callback issue with Arnold ROP OTL (htoa#1222)
- Arnold visibility override uses OBJ phantom status (htoa#1224)
- Add use_implicit_uv to ramp_float (htoa#1225)
- Add wrap_uv to ramp shaders (htoa#1227)
- Add clamp parameter in uv_projection (htoa#1230)
- Fixed link warning using shader for skydome_light (#1231)
- Alembic geometry loses shader connections on frame changed (htoa#1233)
- Fixed a slowdown in the cooker with many operators (core#8274)
- Faster GPU cache pre-population (core#8229, core#8235, core#8241)

See also the [Arnold 5.3.1.0](#) release notes for the full list of core enhancements and fixes.