

# HtoA 4.3.0

Sept 17th 2019

This is a feature release bringing IPR improvements.



## 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 5.4.0.1 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
- 17.5.327
- 17.5.360
- 17.5.391

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.

## Enhancements

- Rewrite hick with new render API (htoa#663)
- IPR for displacement shader graphs (htoa#1291)
- Translate scene in separate universe (htoa#1284)

## Fixes

- Update alembic transform in IPR (htoa#1290)
- IPR shader update should respect the Auto Update status (htoa#1289)
- Allow referencing OBJ nodes with trailing slash on arnold ROP (htoa#1297)
- Fix load warnings for arnold\_volume node (htoa#1282)

See also the [Arnold 5.4.0.1](#) release notes for the full list of core enhancements and fixes.