

# KtoA 3.0.1.1

## Release Date

January 20, 2020

## Note



- Please visit [Getting Started With Arnold GPU](#) and [Arnold GPU FAQ](#)
- Check the compatibility of your system on [Supported GPUs](#)
- Review the [Supported Features and Known Limitations](#)



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## Download and Installation

Arnold, KtoA, and other downloads are available [here](#). Installation instructions come with KtoA, but can also be viewed here: [Installation](#).

## Compatibility

- **Arnold:** 6.0.1+
- **Katana:** 3.1v1+, 3.2v1+
- **Platforms:**
  - Linux: x86-64, RHEL 6+ or compatible glibc
  - Windows: 7+ on x86-64, with VC++ 2015 redistributable installed
- **GPU:** see [here](#) for detailed information. Required NVIDIA drivers:
  - **Linux:** 440.36 or higher
  - **Windows:** 441.28 or higher

## Bug Fixes

- #447 Light Filters are dropped in Live Rendering when the light is modified
- #449 .ass.gz files loaded through ArnoldStandin node result in an error at render time