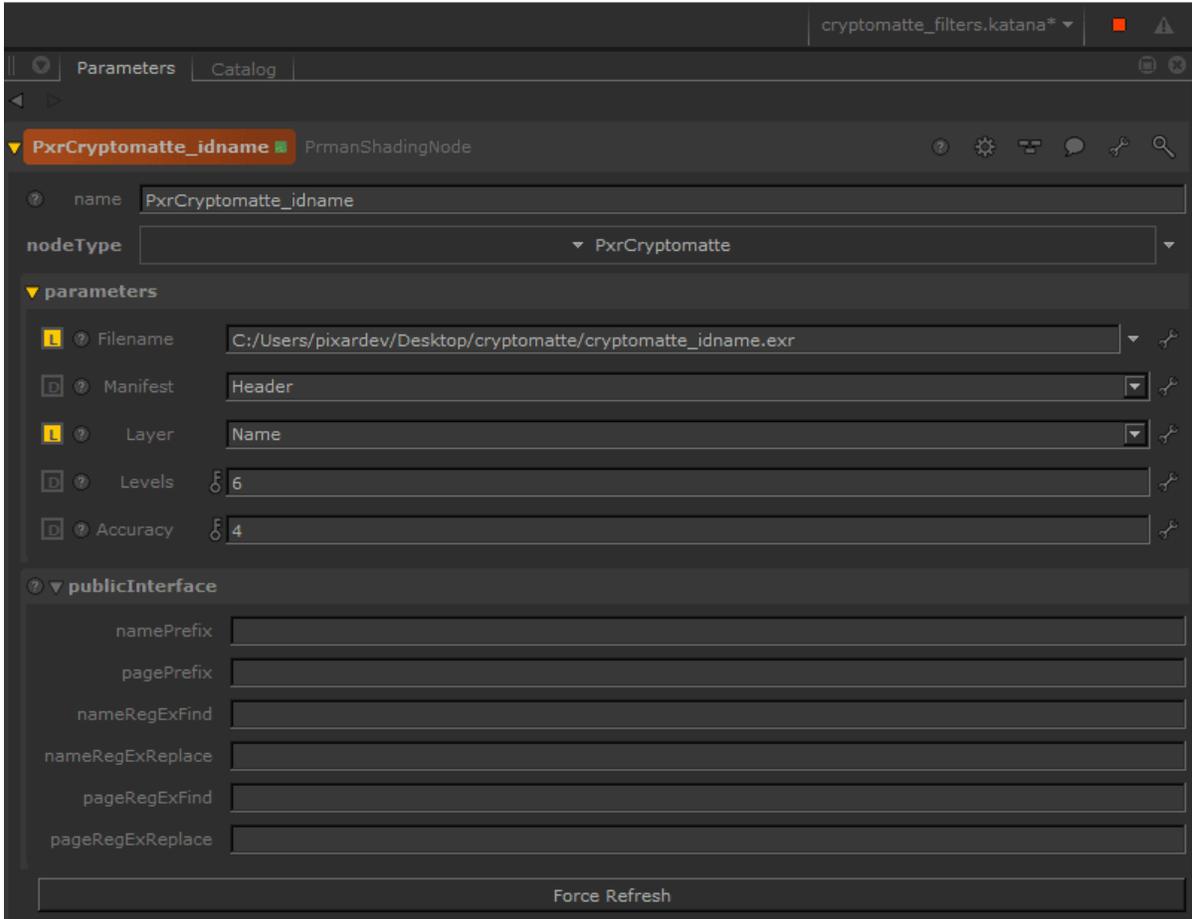# RenderMan for Katana 21.7

Welcome to RenderMan for Katana (RfK) 21.7!

This release introduces improvements and some fixes to the previous release.

New Features

- Compatible with the Katana 3.0 Beta Release
- Cryptomatte is now supported in RenderMan for Katana.

Bug Fixes

- PxrSphereLight now faces the correct direction. This will be noticable for sphere lights with a cone angle.
- An issue that was causing rendering archives via XGen Procedural to receive incorrect shading has been addressed.

Known Limitations

Live Rendering

- Light linking edits are not currently supported.
- Lights can be added during live rendering however, due to a bug in Katana 2.1, a newly-added light is not automatically 'live' and does not inherit its live state from the parent. When adding a light you will need to manually activate that light in the Scene Graph. Newly added lights work correctly in Katana 2.0 and Katana 2.5v5+.
- Adding mesh lights during live rendering creates duplicate geometry, upon re-render this is solved.
- Changes to light filters are not processed unless the associated lights are also marked 'live'.
- Alembic geometry mesh light transform edits (i.e. Transform3D changes) are not updated correctly during live rendering.
- "Disable Local Assignment" does not work during live rendering with parameters of OSL shaders (e.g. PxrLayer and PxrLayerMixer).
- Disabling and re-enabling layers in PxrLayerMixer can cause instability in Live Rendering.

Other limitations

- If an object is assigned a material that has been disabled or does not exist the geometry will not render at all.
- If you are rendering to 'it' the Monitor tab must be open for the Render Log tab to receive output from Katana and prman.
- Although direct non-identity scaling has been removed from the PxrDomeLight and PxrDistantLight it is still possible to get an indirect scale via a constrained or inherited location. If the indirect scale is negative the Pxr light will flip to a reverse orientation.
- Bake renders only work as Disk Renders. The render will fail for Live and Preview Renders.