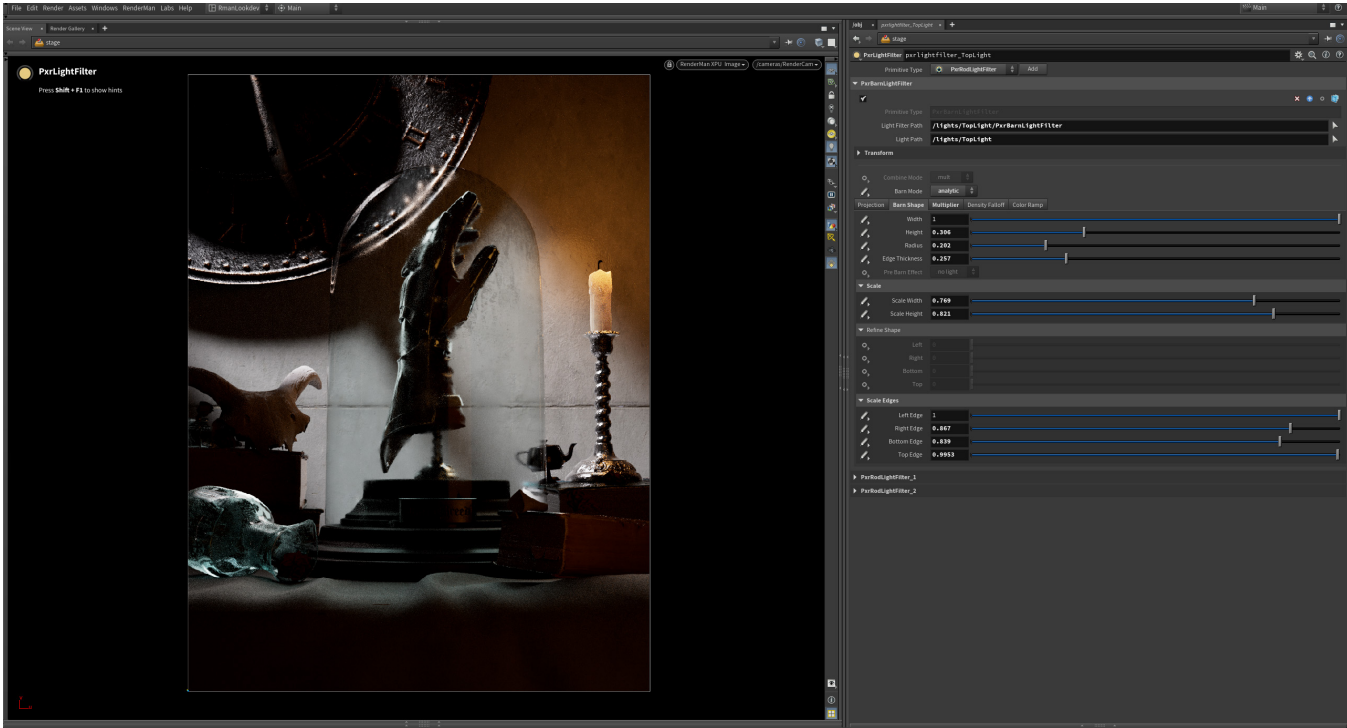# RenderMan for Houdini Release Notes

Welcome to RenderMan for Houdini 26!

RenderMan for Houdini (RfH) continues full support of the latest RenderMan. See the RenderMan Release Notes for more details.

This current release offers support for:

- Houdini 20.0 (including Solaris)
- Houdini 19.5 (including Solaris)
- Houdini 19.0

Please see the release notes below for all the new capabilities and known issues. See the Installation of RenderMan for Houdini page for the list of specific production builds RfH works with.

> ⓘ
> - Rendering with RenderMan will not operate on Houdini Apprentice editions, see SideFX's website for options that allow Third Party Rendering

Known Limitations

Solaris

- Mesh Lights currently only work with RIS on Linux & MacOS systems
- Only one material per material library can be saved to the preset browser at this time.
- Due to a SideFx limitation, there are some shading network circumstances where the visualizer node doesn't solo networks correctly

MaterialX Lama

- Soloing complex MaterialX Lama shading networks.

XPU

- CUDA device is saved in the scene rather than as a preference.

General

- Rendering to IT with ACES currently needs the env variable **IT_OCIOV1** to be set to your ACES config.ocio
- Render with Takes is not supported.
- Rendering with Mantra lights or VOPs is not possible
- Bypassing shader nodes
- Auto camera creation for IPR
- RenderMan clipping planes
- Display edits cannot changed from the image tool to mplay
- Cross-frame denoising PDG support.
- Applying undo of deleted nodes or collapsing to subnet may not work as expected
- Rewiring subnet indirect inputs

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