

# RenderMan for Maya 23.3

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Welcome to RenderMan for Maya 23.3!

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## Welcome to RenderMan for Maya 23.3!

Please see the release notes below for all the new capabilities and known issues! You may also wish to visit the [migration page](#) for selected highlights.

## New Features in 23.3

- Added new RenderMan menu to enable illumination baking capabilities.

### Fixes

- An issue that caused batch rendering of render layers to fail has been fixed
- Fix issue with pre/post render MEL callbacks spooling renders that use Yeti
- Importing light rigs from the preset browser will now pay attention to the rfmDefaultLightShading preference
- Fixed a bug where disconnecting a displacement shader wasn't updating during IPR
- Fixed a bug where the parameter's slider would not be responsive while mouse down after disconnecting a pattern during IPR
- The preset browser documentation menu now points to the correct documentation
- Fixed a bug caused by an unexpected connection from a display's displayType plug
- Fixed a bug where batch preview renders could fail to render on Windows
- Fixed a bug where batch preview renders using the RIB spool style, would not respect the Output AOVs preference
- Fixed a bug for IPR renders to 'it' with the Output AOVs preference enabled. The first AOV name would not appear in the list of AOVs in 'it'

### Miscellaneous Changes

- RFM now supports relative paths to specify the install location in Maya modules
- Pixel Filter Mode has been exposed in the globals
- darkfalloff has been brought back and is now available for all samplers
- RfM now has an f5 token to represent frame numbers padded to 5 places. Ex: 00001

### Developer Documentation

You can find useful Doxygen developer documentation in the Developers' Guide under [RfM2](#)

## Known Limitations

### RenderMan for Maya

- Deselecting "Receive Shadows" does not work.
- Light Linking volumes is not currently supported
- The Holdout shelf button fails to operate, use the shape node render stat setting Maya to create the holdout object.
- Creating a mesh light from existing geometry during IPR will duplicate the geometry in-render. Restart the render to remove the duplicate.
- We do not support Camera-Facing Curves in Xgen
- Xgen will not reflect changes in the Collection
- Maya Fur Feedback is not supported