

# RenderMan for Maya 23.2

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## Welcome to RenderMan for Maya 23.2!

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.

### Fixes

- Alembic archives coming from Maya's BiFrost would crash the renderer (Bifrost is not yet supported)

### Developer Documentation

You can find a useful Doxygenated 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