

RenderMan for Maya 23.1

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Welcome to RenderMan for Maya 23.1!

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

- [Alembic Cache](#) workflow improvements
 - If editing a node's rfl, the editor can auto-save your edits to disk. There is a new icon in the UI to toggle that feature. It defaults to On
 - You can click-drag on the enable column to toggle a lot of rules quickly
 - You can cmd/ctrl-right-click on a payload to select the assigned material
 - Now supports shape edits
 - The RLF editor now support attribute overrides
 - All archive nodes are now, by default, visible to indirect rays
- Maya 2020 is now supported.

Fixes

- Fixed a bug on Linux and OSX where the plug-in wouldn't load if RenderManProServer was installed in a directory with a different name than the default
- A bug that caused the wrong frame number to be used in the task title for batch render jobs has been fixed
- Fixed a bug where the shapepath token used in texture file name expressions failed to resolve on shapes with same name
- Fixed a bug where preset materials would fail to import and nodes would be left unconnected
- Fixed a crash that could occur when meshes had faces with no material assignment

Miscellaneous and Important Changes

- The Pixel Variance fields have a five-digits precision instead of 3

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