# RenderMan For Katana 23.5

## Welcome to RenderMan 23.5 for Katana

RenderMan for Katana (RfK) capitalizes on the changes made for newer versions of Katana and continues full support of the latest RenderMan ProServer.

⚠ **RenderMan for Katana 23.5 supports Katana 4.0**

This current release offers support for:

- Katana 3.0
- Katana 3.1
- Katana 3.2
- Katana 3.5
- Katana 3.6
- **Katana 4.0 New!**

Please see the release notes below for all the new capabilities and known issues!

## New Features in 23.5

- The forcepar option is now available on the RenderOutputDefine node for raw and deep EXR outputs
- Added new volume primAttributes to PrmanObjectStatements
- The new shadowthreshold parameter is now available in PrmanOutputChannelDefine
- Support for new menus in Katana 4.0, allowing native workflows
- RfK now supports adding/removing outputs when live rendering to the Monitor in Katana 4.0+. This behavior was previously only supported when rendering to "it"

## Known Limitations

### Live Rendering

- Changing the cameraName in RenderSettings doesn't update AOVs without a specified camera
- Creating a mesh light from existing geometry will duplicate the geometry in-render. Restart the render to remove the duplicate.
- Cannot change a geometry primitive type during live rendering (e.g., from NURBS to polymesh)
- When assigning a material to a Scene Graph location, that location must be enabled in the live render working set
- Live render edits to the visible attribute need group locations to be "included with children" in the Live Render Working Set

### RenderMan for Katana

- If you use ROI and overscan or cropWindow, the ROI will have to be adjusted slightly after a resolution edit to get the correct value during a live render
- Instanced lights with filters using the "Light Filter" coordsys have an incorrect transform. The workaround is to promote the light filter to a shared light filter using a light filter reference.
- We do not receive live render edits from Katana for nodes added at the end of the node graph, right above the Render node.  If a no-op node (e. g., Merge) is inserted above the Render node and the node is added above that then the edit is received.
- Any live updates will cause interactive motion blur to be disabled. The render must be restarted.