RenderMan for Houdini 23.2

Welcome to RenderMan for Houdini 23.2!

This release of RenderMan for Houdini 23 (RfH), includes a number of new features and bug fixes that address feedback.

ⓘ
- **This release updates the required version of Houdini for 17.5 and 18.0**
- Rendering with RenderMan will not operate on Houdini Apprentice editions, see Side FX's website for options that allow Third Party Rendering
- Houdini Indie is only compatible with 17.5, you must be using at least version 17.5.210 or higher

Fixes

- A bug that caused the denoise channels to always be emitted when using the OpenEXR display driver has been fixed
- Fixed bug where velocity was not read correctly from points
- Fixed bug for soloing float outputs and allow soloing normal outputs

Miscellaneous Changes

- Added global trace depth parameters to the ROP node
- Allow non-uniform scaling of disk lights
- Improved PxrOSL hints
- Dynamic array nodes can create int arrays in H18.0. In H17.X, the shader network will show a type mismatch error but the render will still work

Known Issues

- Display edits cannot changed from the image tool to mplay
- Cross-frame denoising pdg support
- Phantom objects are removed from all rays, not just camera rays
- Applying undo of deleted nodes or collapsing to subnet may not work as expected
- Rewiring subnet indirect inputs

Known Limitations

- Rendering with Mantra lights or VOPs not possible
- Bypassing shader nodes
- Auto camera creation for IPR
- RenderMan clipping planes