

# Solaris Limitations

## Known Limitations

### Lighting

- Light filters are currently not supported
- Mesh lights currently do not function as expected
- Light filter linking is not available
- PxrEnvDayLight and PxrAovLight are not supported
- Custom light plugins are not supported
- Portal lights are not supported
- We do not support the light handle operation to match the normal or shading attributes of a surface

### Interactive Rendering

- Crop Windows are not available. Crop Windows do work with 24.2 and later within Houdini 19.
- Bucket Order and Bucket Origin options do not work as expected
- Interactive denoising is not available
- PxrMaterial Builder nodes do not work as expected
- A small group of options within the RenderSettings node do not apply to interactive renders. For example, maximum thread count.

### Batch Rendering

- Baking illumination not supported

### Geometry

- NURBS and Implicits not supported
- Nested Instances are pre-expanded

### Shading

- [txmake](#) must be run manually on textures
- The dynamic array node is not expected to work in Solaris for the initial release

### Expansion and plugins

- Only the built-in Integrators are supported
- Only the built-in Projection plugins are supported