

# V-Ray Light Lister

This page contains information on the V-Ray Light Lister window.

Starting with V-Ray 6, update 2, for 3ds Max, the V-Ray Light Lister has been moved to the V-Ray Lister.

## Overview

The V-Ray Light Lister window is a handy way to modify many common attributes of all of the lights in the scene, both V-Ray lights and standard 3ds Max lights.

UI Path: ||V-Ray Toolbar|| > V-Ray Light Lister icon

||V-Ray Toolbar|| > **V-Ray Light Lister** button



||V-Ray menu|| > **V-Ray Light Lister**

||Tools menu|| > **V-Ray Light Lister**

## Configuration



**General Settings** – Displays more parameters to control standard 3ds Max Lights.

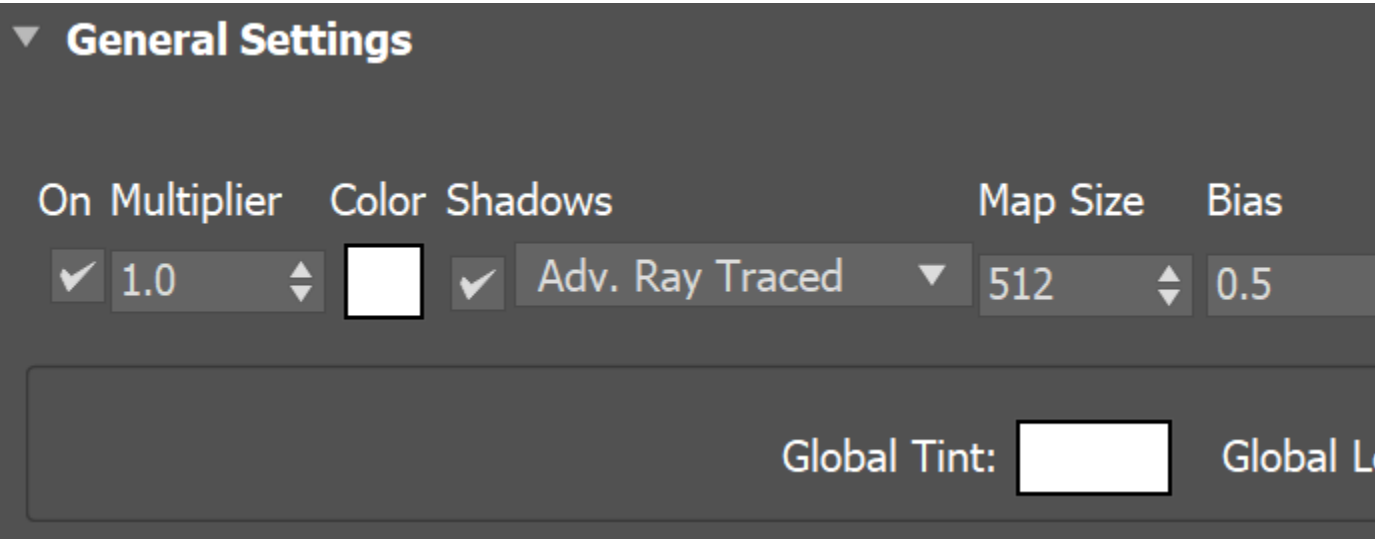
**All Lights** – Displays options for all lights in the scene.

**Selected Lights** – Displays parameters only for selected lights.

**Selection Set** – Displays parameters only for the lights in the selection set enabled in the dropdown menu.

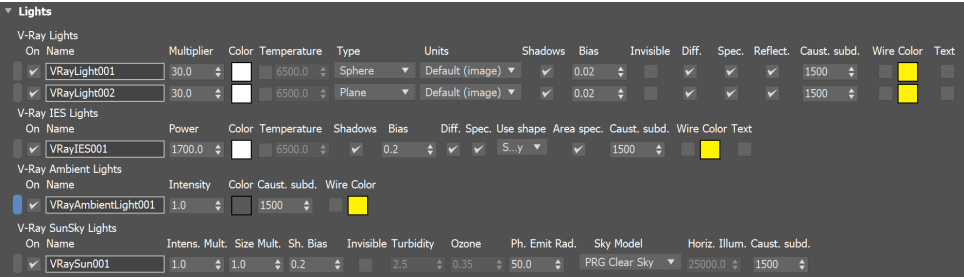
**Refresh** – Updates the Light Lister's information. Use this option if you have added lights or made changes to lights outside the Light Lister.

## General Settings



General Settings rollout controls common parameters specific to global lighting and standard 3ds Max lights.

## Light Settings

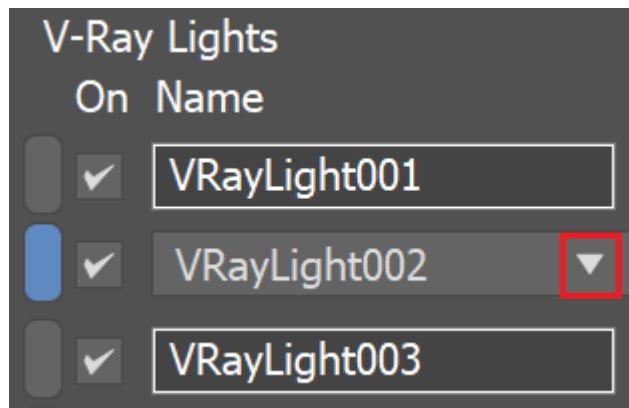


The Lights Section controls common parameters for all lights in the scene.

**Light Selection Box** – Click to select the light in the viewport.

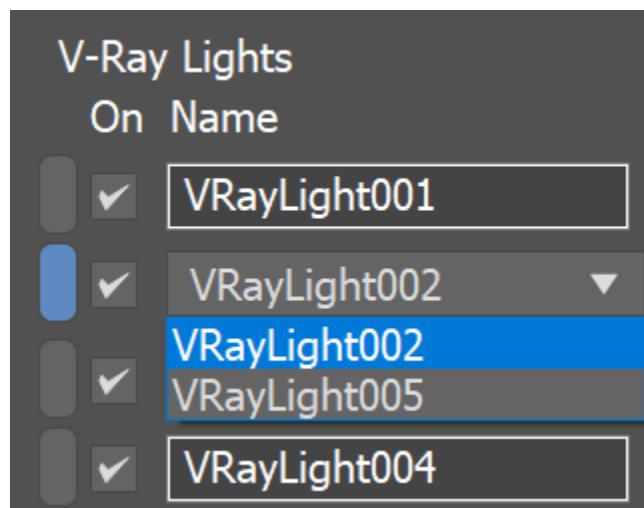
### Example: Light Instances

In the Light Lister, instanced lights appear as a single entry with a dropdown. Editing any parameters for the entry affects all instances.



Changing the Intensity of all instances

The dropdown can be used to select a specific instance in the viewport.



Selecting an instanced light

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## Notes

- For more information on the parameters displayed for V-Ray lights in the Light Lister, see the respective page for the specific light type: [VRayLight](#), [VRayIES](#), [VRayAmbientLight](#), or [VRaySun](#).
- Windows Display's **Custom scaling** setting is not supported.