Live Link

This page provides information on the Live Link feature in Chaos Vantage.

Overview

The Live Link feature makes it possible to instantly see changes made in a V-Ray compatible DCC without the need to export and import *.vrscenes* in Chaos Vantage.

Live Link works **only** with officially released **V-Ray 5** and later versions or latest stable nightly builds.

For additional information about Live Link setup per host app, please check below:

Live Link Supported Features

The following changes made in the V-Ray compatible DCC will be propagated through Live Link:

- Editing, creating and deleting of:
    - Camera
    - Geometries
    - Lights
    - Materials
    - Textures
    - Environment

Known Limitations

The following actions **can** be done Inside Chaos Vantage during Live Link :

- create cameras;
- create camera animation in the animation editor;
- edit environment and fog
- add post effect (LUT, Bloom, Highlight burn)

- Render:
    - snapshots;
    - HQ still image
    - HQ sequence
- save *.vantage* file with the changes from above.

The following actions **cannot** be done inside Chaos Vantage during Live Link:

- transform objects;
- hide/unhide objects;
- reassign materials;
- edit lights;
- import external(including cosmos assets) files;
- animation playback

The following **requires a restart** of the Live Link Session in order to be updated properly.

- Updating of:
    - animated V-Ray Proxy files (.vrmesh)

When the Live Link Session is closed, the scene is still loaded inside Vantage but it is considered **dirty** and the aforementioned limitations are still in effect. A .vrscene file from the host application needs to be exported and loaded inside Chaos Vantage to enable full manipulation, editing and playback.

If a *.vantage* file is saved in an active Live Link session, it can be loaded in a next session or applied to a loaded *.vrscene.*