Toolbar

This page contains information on the V-Ray Toolbar.

Overview

V-Ray includes a toolbar with easy shortcuts to some of the most commonly used V-Ray components.



By default, the toolbar is docked vertically to the left of the 3ds Max window. The V-Ray Toolbar can be easily pulled from its left-side docked position to a horizontal toolbar by pulling at the top end of the toolbar.

If the V-Ray Toolbar is not visible, make sure the floating toolbars are set to display in 3ds Max by checking **Customize** menu > **Show UI** > **Show Floating Toolbars**.

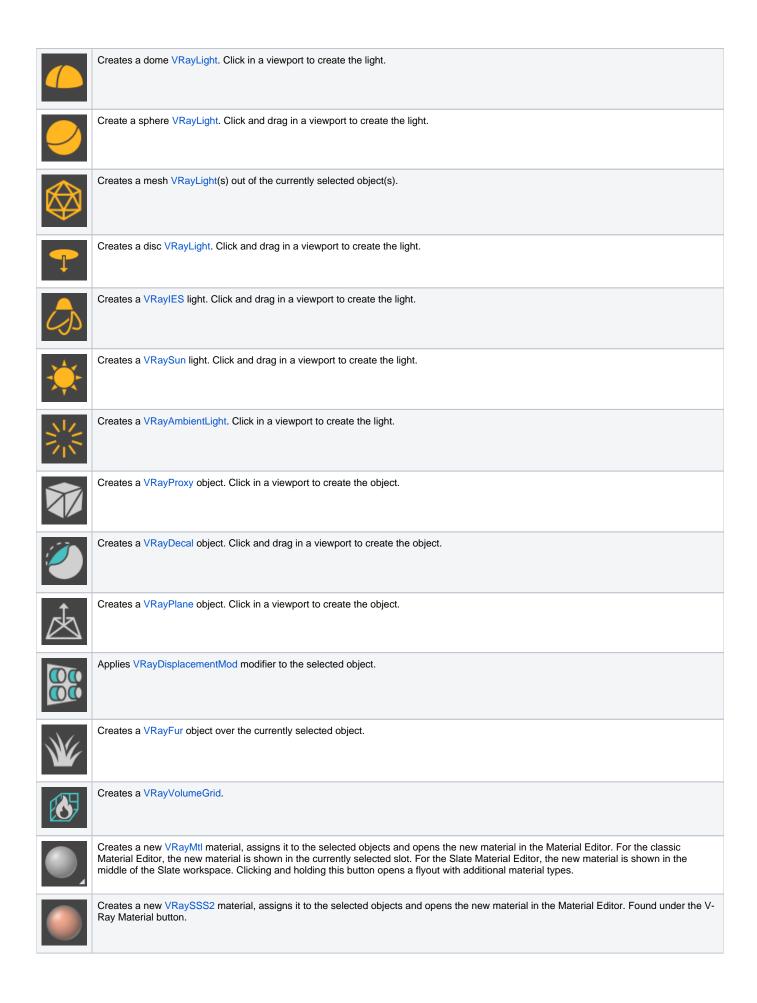
For information about the Chaos Vantage toolbar, click here.

For information about the Chaos Scatter toolbar, click here.

Toolbar Functions

The V-Ray toolbar provides the functions listed below. Note that all buttons check if V-Ray is the current renderer, and if not, prompt you to set the renderer to V-Ray.

Button	Description
	Starts Production Render of the current frame with the assigned V-Ray renderer (V-Ray or V-Ray GPU).
©	Starts an Interactive Production Rendering (IPR) session with the current V-Ray renderer (V-Ray or V-Ray GPU). Found by clicking and holding the Render Current Frame / Production Mode button.
V	Opens the V-Ray virtual frame buffer (VFB).
3	Opens the Submit to Chaos Cloud rendering dialog.
	Opens the V-Ray Lister, where you can modify the settings of all cameras and lights in a scene.
00	Creates a VRayPhysicalCamera. Click and drag in a viewport to actually create the camera.
T	Creates a rectangle VRayLight. Click and drag in a viewport to create the light.





Creates a new VRayHairNextMtl material, assigns it to the selected objects and opens the new material in the Material Editor. Found under the V-Ray Material button.



Creates a new VRayALSurfaceMtl material, assigns it to the selected objects and opens the new material in the Material Editor. Found under the V-Ray Material button.



Creates a new VRay2SidedMtl material, assigns it to the selected objects and opens the new material in the Material Editor. Found under the V-Ray Material button.



Creates a new VRayBlendMtl material, assigns it to the selected objects and opens the new material in the Material Editor. Found under the V-Ray Material button.



Opens the V-Ray Material Library Browser for 3ds Max 2018 and above. For earlier 3ds Max versions, this button downloads the library but V-Ray Material Library Browser's UI is not supported. The V-Ray material library can be loaded in the Material Editor from the Material/Map Browser. Since V-Ray 6, however, the V-Ray Material Library Browser is replaced by the Chaos Cosmos Browser. The legacy browser is still usable. If the V-Ray Material Library folder is empty, clicking on the V-Ray Material Library Browser button opens Chaos Cosmos Browser.



Opens Chaos Cosmos Browser. Note that Cosmos browser is using a built-in browser window in 3ds Max 2019 and newer, and opens an external window with previous 3ds Max versions.



Applies matte shadow settings through the V-Ray Object Properties on the selected object(s).



Registers the V-Ray menus - equivalent to the registerVRayMenus() MaxScript command. See Notes below.



Opens the V-Ray for 3ds Max online documentation.

Notes

- When a plug-in adds new menu options to 3ds Max, the plug-in must "register" the menu options with the 3ds Max User Interface. By default, the V-Ray menus are automatically registered when V-Ray is installed, and the V-Ray installer even includes an option regarding this process. However, sometimes the V-Ray menu items can disappear from the UI if the 3ds Max menu system is reset. An example of this is a switch between different 3ds Max workspaces, which can reset the menu system. If the V-Ray menus disappear after the menu system is reset, they can be re-registered manually in one of the following methods: clicking the V-Ray menu registration button on the V-Ray Toolbar, or in the MaxScript listener, running the command registerVRayMenus().
- o The V-Ray Light Lister has been deprecated in V-Ray 6, update 2 and later. Its button (has been removed from the toolbar.
- The V-Ray Camera lister has been deprecated in v-Ray 6, update 2 and later. Its button () has been removed from the toolbar.