

Menu Integration

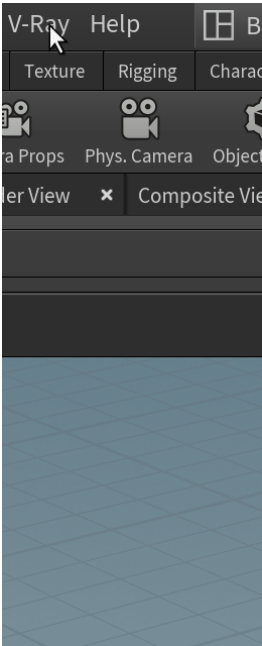
This page provides information on how V-Ray options are integrated into the Houdini menus.

Overview

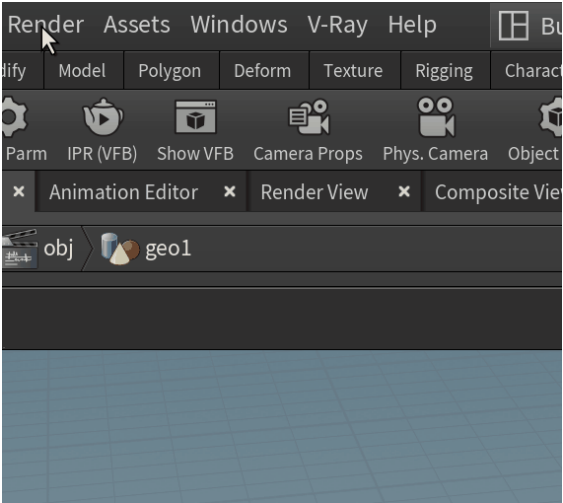
V-Ray adds a number of commonly used V-Ray components to Houdini's main menu. From these options, you can manage Render, Object, and Displacement properties; import files; and manage VFB and V-Ray IPR.

UI Paths

V-Ray menu



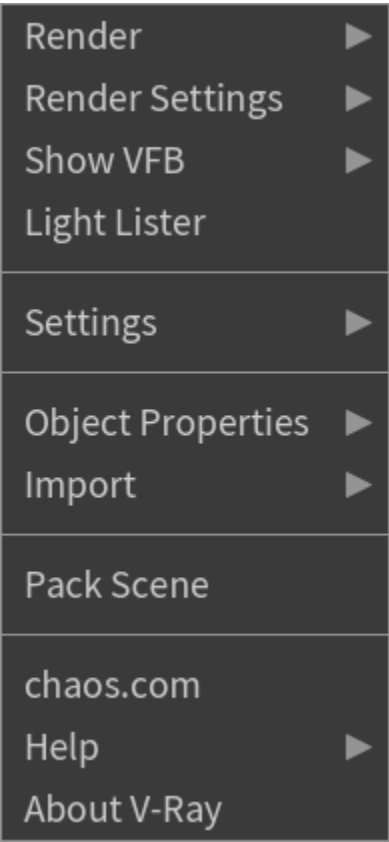
Render menu



V-Ray Main Menu

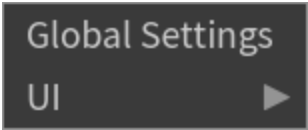
Menu	Description
Render	Selects a V-Ray ROP from a dropdown menu and starts rendering.

Render Settings	Selects a V-Ray ROP from a dropdown menu and opens its V-Ray Render Settings .
Show VFB	Opens the V-Ray Frame Buffer .
Light Lister	Opens the V-Ray Light Lister dialog.
Settings	Opens the Settings submenu.
Object Properties	Opens the Object Properties submenu.
Import	Opens the Import submenu.
Pack Scene	Opens the Report Bug/RFE dialog.
chaos.com	Opens Chaos website.
Help	Opens the Help submenu.
About V-Ray	Shows you information about the installed version.



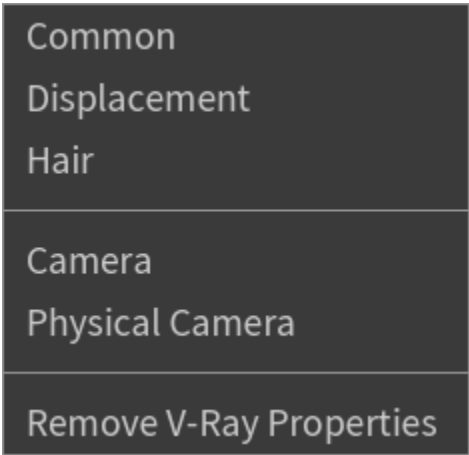
V-Ray Settings Submenu

Menu	Description
Global Settings	Opens the V-Ray: Global Settings window.
UI	Opens the UI submenu, containing Reset Log Window and Reset Light Lister Window options.



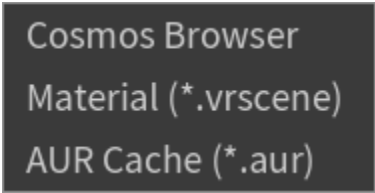
V-Ray Object Properties Submenu

Menu	Description
Common	Opens the Object Properties tab.
Displacement	Opens the Displacement tab.
Hair	Opens the Hair tab.
Camera	Opens the Camera Properties tab.
Physical Camera	Opens the Physical Camera Properties tab.
Remove V-Ray Properties	Removes all V-Ray Properties assigned to the selected object.



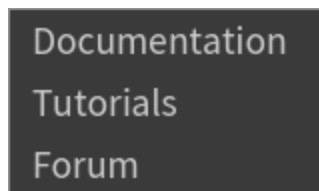
V-Ray Import Submenu

Menu	Description
Chaos Cosmos	Opens Chaos Cosmos Browser .
Material (.vrscene)	Imports a material from a .vrscene file.
AUR Cache (.aur)	Imports an .aur cache file (a Phoenix simulation cache file).



Help Submenu

Menu	Description
Documentation	Opens the V-Ray for Houdini online documentation.
Tutorials	Opens the Tutorials page of the V-Ray for Houdini online documentation.
Forum	Opens the V-Ray for Houdini forum.



Render Menu

Menu	Description
Create Render Node	Creates a V-Ray Renderer node as well as a V-Ray Renderer IPR node.
Edit Render Node	Opens a list of existing V-Ray Renderer and V-Ray Renderer IPR nodes. When you click on a given node, its ROP parameters are displayed for edition.