Initiate Live Link to Chaos Vantage Script

This page provides information about the Initiate Live Link to Chaos Vantage MAX script.

Overview

The **Initiate Live Link to Chaos Vantage** MAX script helps you to send your 3Ds Max scene to Chaos Vantage with a click of a button. Any changes you make in the scene will be instantaneously send to Vantage without the need to reexport the scene. The **Chaos Vantage Live Link settings** MAX script sets specific settings for performance.

Installation

The installation of the tools come with the installation of **V-Ray 5 for 3ds Max, update 1** and later.

UI Path

To access the script, go to ||Vantage toolbar|| > **Initiate Live Link to Chaos Vantage** (   )

To access the script, go to ||Vantage toolbar|| > **Chaos Vantage Live Link settings** (   )

Usage

To use the script, just click on the **Initiate Live Link to Chaos Vantage** button and a live link session will be initialized between 3ds Max and Chaos Vantage. The script will automatically:

- Detect if you are using V-Ray 5 GPU as a renderer and ask if you would like to switch to it.
- Start Chaos Vantage if it is not already running.
- Send the scene to Chaos Vantage on 20701 port

To stop a Live Link session, click again on the **Initiate Live Link to Vantage** button.
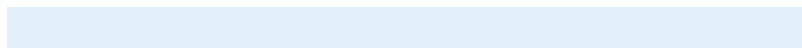
Open the **Chaos Vantage Live Link settings dialog** to specify Port, frame timeout, as well as object render state.

IP Address – IP address that the live link connection connects to.

Port – Specifies the port at which the Live link connection is started.
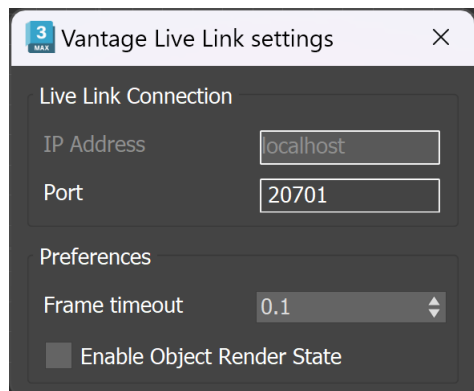
Frame timeout – Sets specified time in seconds between frames to ensure data transfer for the next frame has begun .

Enable Object Render State – When enabled, uses Render states/counts/iterations /modes instead of their viewport representation. Anima 4D assets require this option to be enabled to be rendered properly. Enabling this option n affect the interactivity of Live link updates.

The **Chaos Vantage Live Link Settings MAX** script is available with V-Ray 6 for 3ds Max, update 2 and later when using Chaos Vantage 2.2 and later.
Always make sure you are using the **same** port in both 3ds Max and Chaos Vantage!