

LiveBridge — Frequently Asked Questions

Getting started

Do both programs have to be on the same machine?

Not necessarily. By default the bridge only listens locally, which covers the common case. If the engine and Blender live on separate machines, turn on Accept Remote Connections in the engine settings, name the address allowed to connect, and point Blender at the engine machine.

Which versions are supported?

Unreal Engine 5.1 through 5.8, and Blender 4.2 or newer. Windows, Mac and Linux.

Does my whole team need it installed?

Only the people moving work between the two programs. Assets that arrive in the engine are ordinary assets afterwards and need nothing special to open or use.

Do I need to keep Blender open?

No. The engine launches it when needed. Anything you send while Blender is closed is held and delivered once it connects.

How it works

Is this an exporter?

No. An exporter writes a file you then import. This keeps both programs in step: a change on either side reaches the other without a file round trip you have to manage.

What travels between them?

Meshes, materials and their textures, cameras, lights, landscape sculpting, curves, hair, instances, custom properties and animation. Selections and transforms travel live while you work.

Do I have to send everything at once?

No. Send a single actor, a selection, a content folder or a whole level, whichever suits.

Where do things land in Blender?

Inside a collection whose name starts with LB. That collection is the bridge; anything inside it is watched, anything outside it is ignored.

What sends my changes back?

Saving in Blender. You can also press the push button in the sidebar if you would rather choose the moment.

Materials

Will my materials look the same on both sides?

Materials built from textures and ordinary maths are rebuilt as real Blender nodes and match closely. Materials that compute their look in ways Blender has no equal for are baked to textures instead, which matches what you see but cannot be edited meaningfully in Blender.

The log always says which path a material took and why.

Can I paint a texture in Blender and see it in the engine?

Yes, when the texture came from the engine as a real asset. Paint it, save, and it lands back on the original. Textures produced by baking stay in Blender, because there is no original to write back to; the log marks which is which.

Why does a colour look different in Blender?

Usually the view transform rather than the material. Blender's default transform is not the one engines use. Set it to Standard before deciding a colour is wrong.

Can I edit a material in Blender and send it back?

Yes. Materials pushed from Blender arrive as engine material instances with their textures imported alongside.

Meshes

Does editing geometry send the whole mesh every time?

No. When only vertex positions moved and the shape is otherwise unchanged, just the positions travel, which is much faster. Adding or removing geometry means the whole mesh has to go, and the log says when it falls back.

Are collision shapes and sockets supported?

Yes. Collision shapes follow the usual naming convention and travel with the mesh. Sockets travel

as empties parented to the mesh.

What about LODs?

LODs that already exist on an asset are preserved when it is sent back. Authoring a new LOD chain in Blender is not supported yet.

Can I create a brand-new mesh in Blender and send it?

Yes. Put it in a bridge collection and save; it arrives as a new asset and is placed in the level.

Characters and hair

Do skeletal meshes work?

Yes. Armature, skin weights and shape keys travel, and edits go back as a reimport that keeps the asset bound to its existing skeleton, so animation setups stay intact. Creating a brand-new skeletal asset from Blender is not supported yet.

Does hair work?

Yes, with both hair engine plugins enabled: the hair feature itself and the importer that reads the file hair travels in. With either missing, the bridge does not offer hair and nothing is sent. Hair arrives at the size it had in Blender. Set the scale once in the hair asset's import options to match your project.

Safety

Can this overwrite my work?

Not without you seeing it first. Incoming changes are shown in a review window where you choose what to apply. Only when you turn on automatic applying do changes land unseen.

What happens to a change I decline?

It is kept and offered again on the next save. Nothing is silently dropped. This is the guarantee the bridge holds above everything else.

What if both sides edited the same thing?

That row is marked as a conflict so you can see it before deciding.

Does it check my scene before sending?

Yes. Missing UVs, unapplied scale, skeleton problems, missing texture files and several other issues are caught before anything is sent, and many offer a one-press fix.

Working with a team

Can I share my settings?

Yes. Save them as a named preset and load it elsewhere. Presets carry settings only, never anything about a particular scene.

Can assets be named the way our project expects?

Yes. Turn on naming prefixes and each asset picks up the prefix for what it is as it goes. The duplicate suffix Blender adds to copies is always removed.

Can our folder structure be preserved?

Yes. Turn on collections as folders and the collection tree in Blender is mirrored in the engine.

Can I hook our own tools into it?

Yes. There are hooks before and after each kind of transfer, so studio scripts can rename, adjust or reject items as they pass.

When things go wrong

Nothing happens when I save.

The object is probably not inside a bridge collection. Select it, press M and move it into one.

The add-on shows an old version after updating.

Blender keeps loaded modules in memory. Remove the add-on, close Blender completely, reopen and install again.

Moving something in Blender does not move anything in the engine.

If it came from a level you do not have open, there is nothing to move: those actors belong to a level that is not loaded. The same is true of assets sent from the content browser, which are not placed in a level until you place them.

How do I report a problem?

Turn on session recording in the panel, reproduce the problem, then stop it. The recording holds everything that crossed the bridge and makes a report that can be read without your scene.