

## Installing V-Ray for Maya Linux

### Linux

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1. Unpack the contents of the installation archive to a temporary folder (called *vray\_install\_dir* below);
2. Open a console and navigate to that folder;
3. Make sure you have root permissions or use the **su** or the **sudo** command and run the installation file in the directory for the respective Maya version:

Operating system	Maya version	Installer name
Linux 64-bit	Maya 2016	<i>vray_adv_43000 _maya2016_linux_x64</i>
Linux 64-bit	Maya 2016 Ext. 2	<i>vray_adv_43000 _maya2016.5_linux_x64</i>
Linux 64-bit	Maya 2017	<i>vray_adv_43000 _maya2017_linux_x64</i>
Linux 64-bit	Maya 2018	<i>vray_adv_43000 _maya2018_linux_x64</i>
Linux 64-bit	Maya 2019	<i>vray_adv_43000 _maya2018_linux_x64</i>

4. Follow the instructions of the installer; if you had a previous version of V-Ray for Maya, the installer will try to automatically remove it first.

For example:

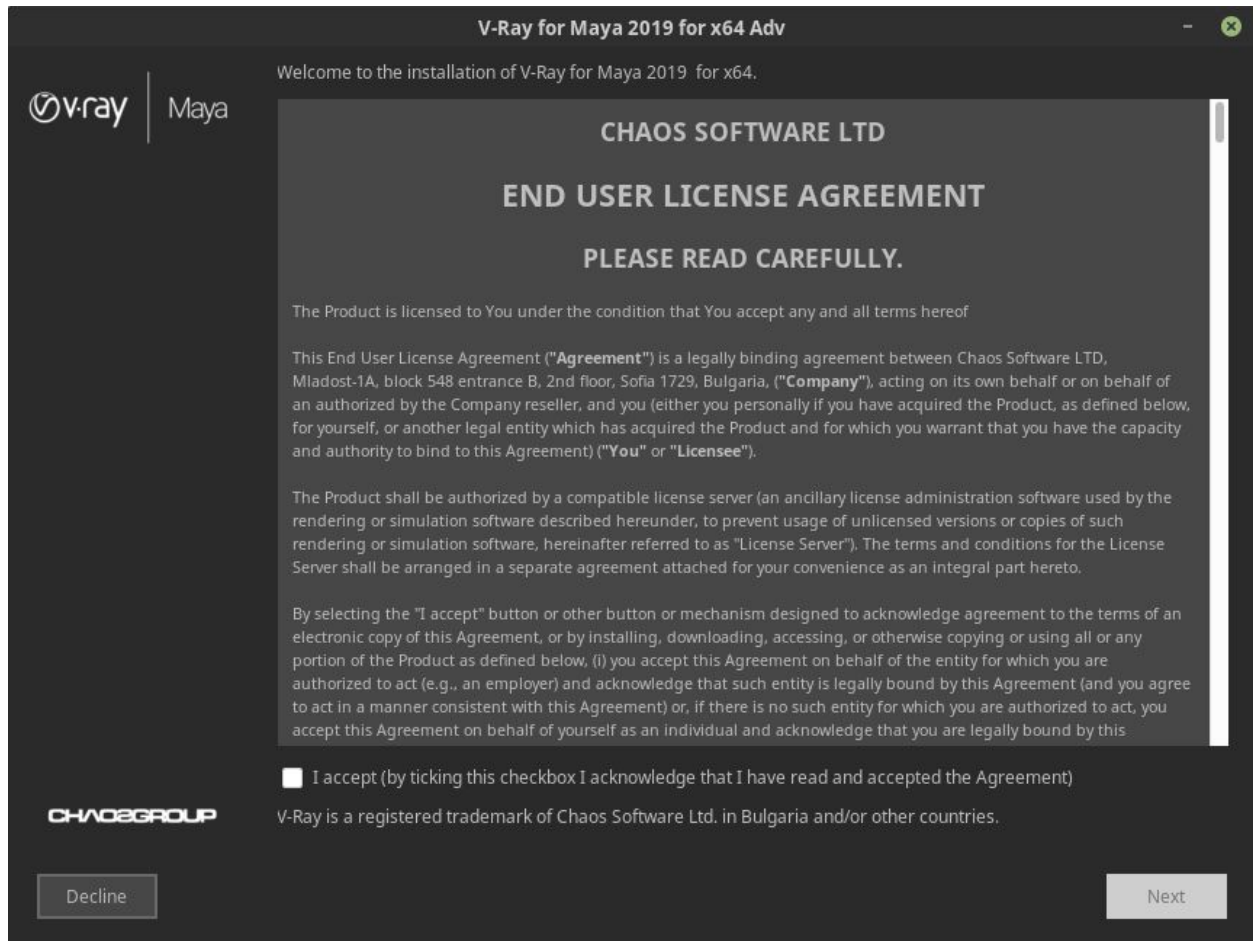
```
$ cd vray_install_dir
```

```
$ sudo ./vray_adv_40301_maya2018_linux_x64
```

*follow installer instructions*

\$ exit

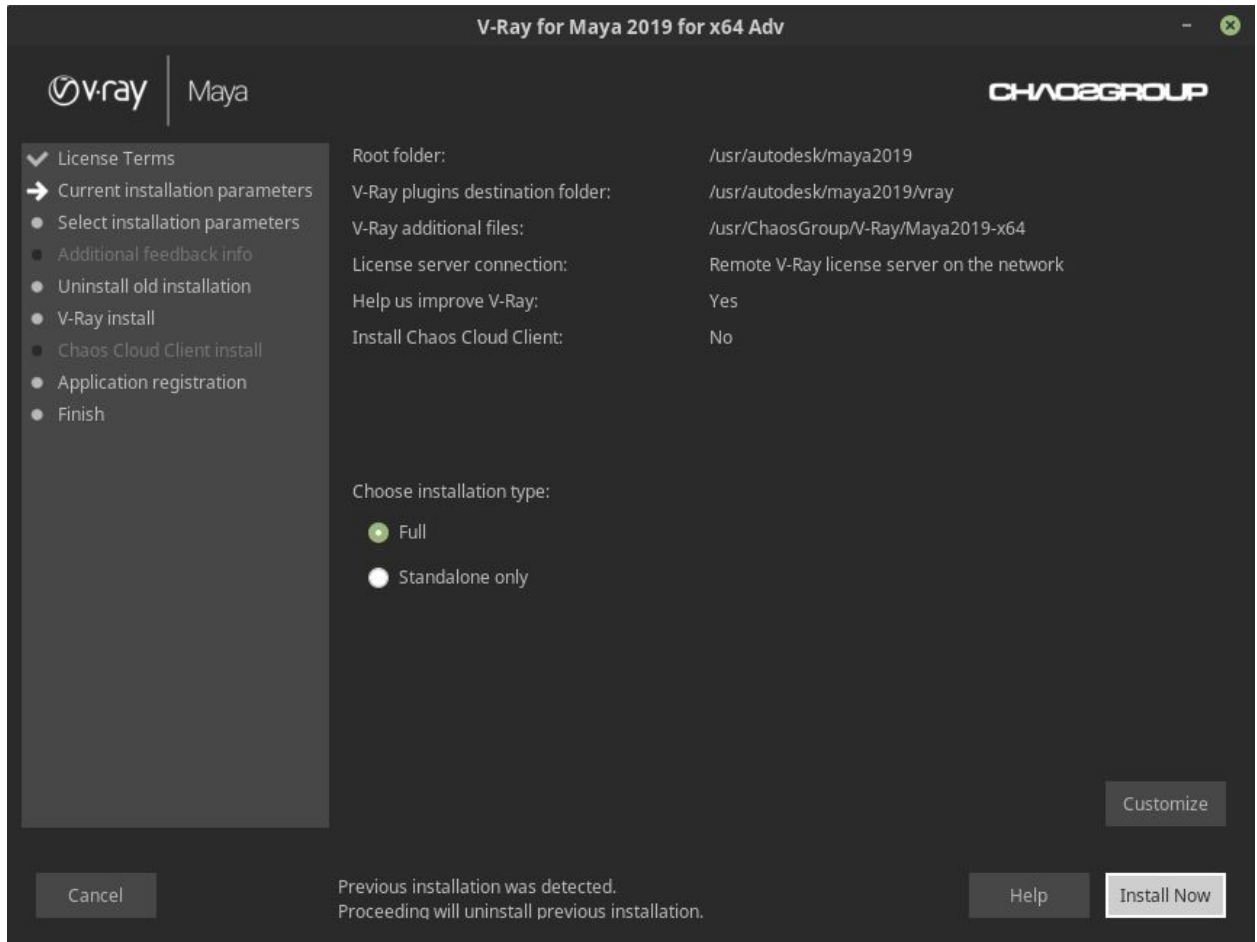
5. You will be presented with the V-Ray licensing agreement. Please take a moment to review the agreement. Check the **I accept** checkbox and click **Next** to proceed.



6. During the next step you can choose the installation type. The available installation types are:

**Full** – A full installation and includes V-Ray for Maya, IPR for Maya, V-Ray Standalone, V-Ray SDK, V-Ray Tools and Documentation. It will allow you to use V-Ray in Maya, do Distributed or Network Rendering, run IPR, use V-Ray SDK, and use the different V-Ray Tools.

**Standalone only** – An installation which includes V-Ray Standalone and IPR render server. Please choose this option if you plan to use this machine only for Distributed Rendering with V-Ray Standalone and an IPR render server.



7. After you choose the installation type you can click the **Customize** button and adjust the corresponding installation settings. If you have selected the Full installation, you will see the full list of customizable settings:

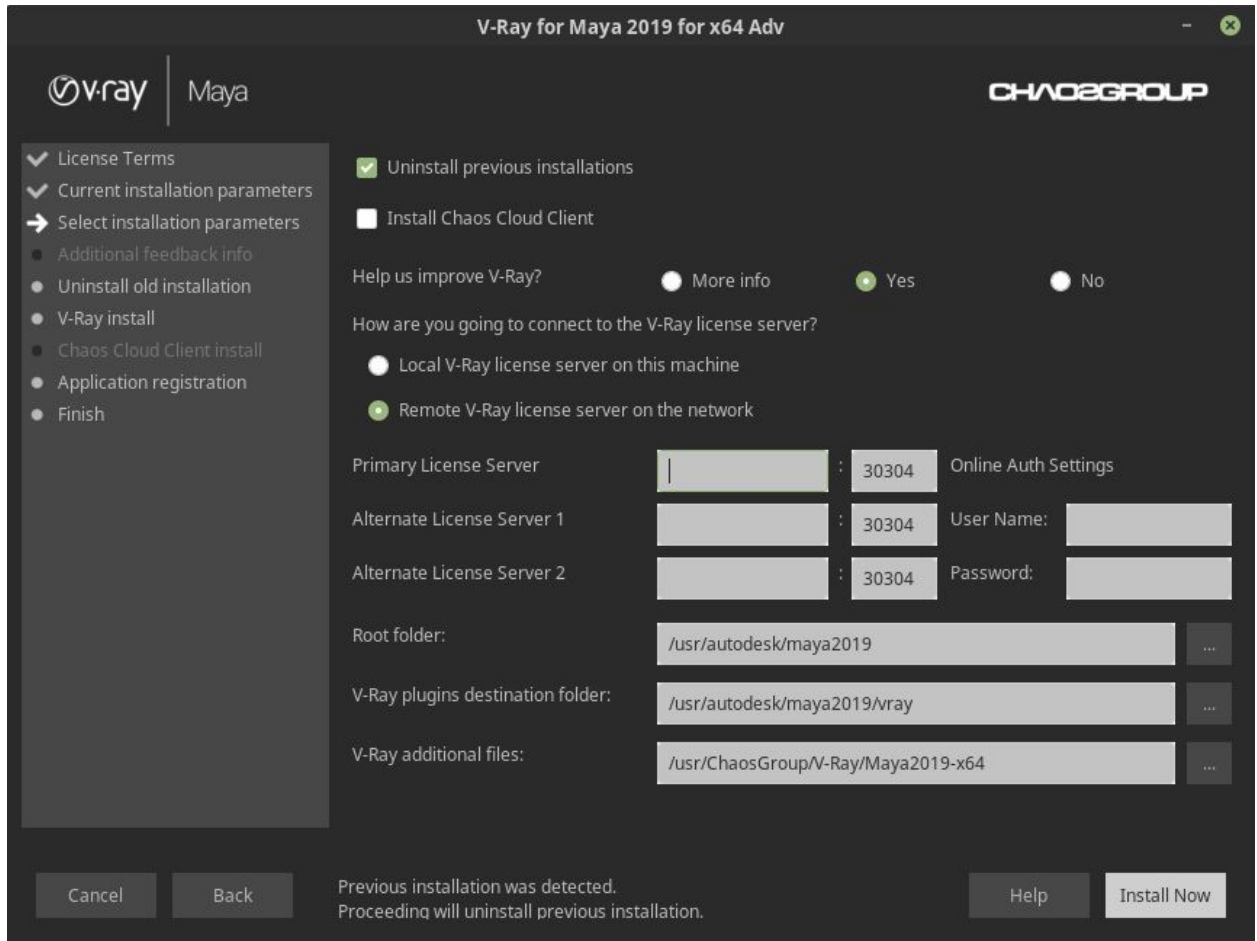
**Uninstall previous installations** – Leave enabled to automatically uninstall any previous versions.

**Install Chaos Cloud Client** – Enable this option to start installation of [Chaos Cloud Client](#). By default this option is enabled. If the installer detects a Chaos Cloud Client app on your machine, this option shows as disabled.

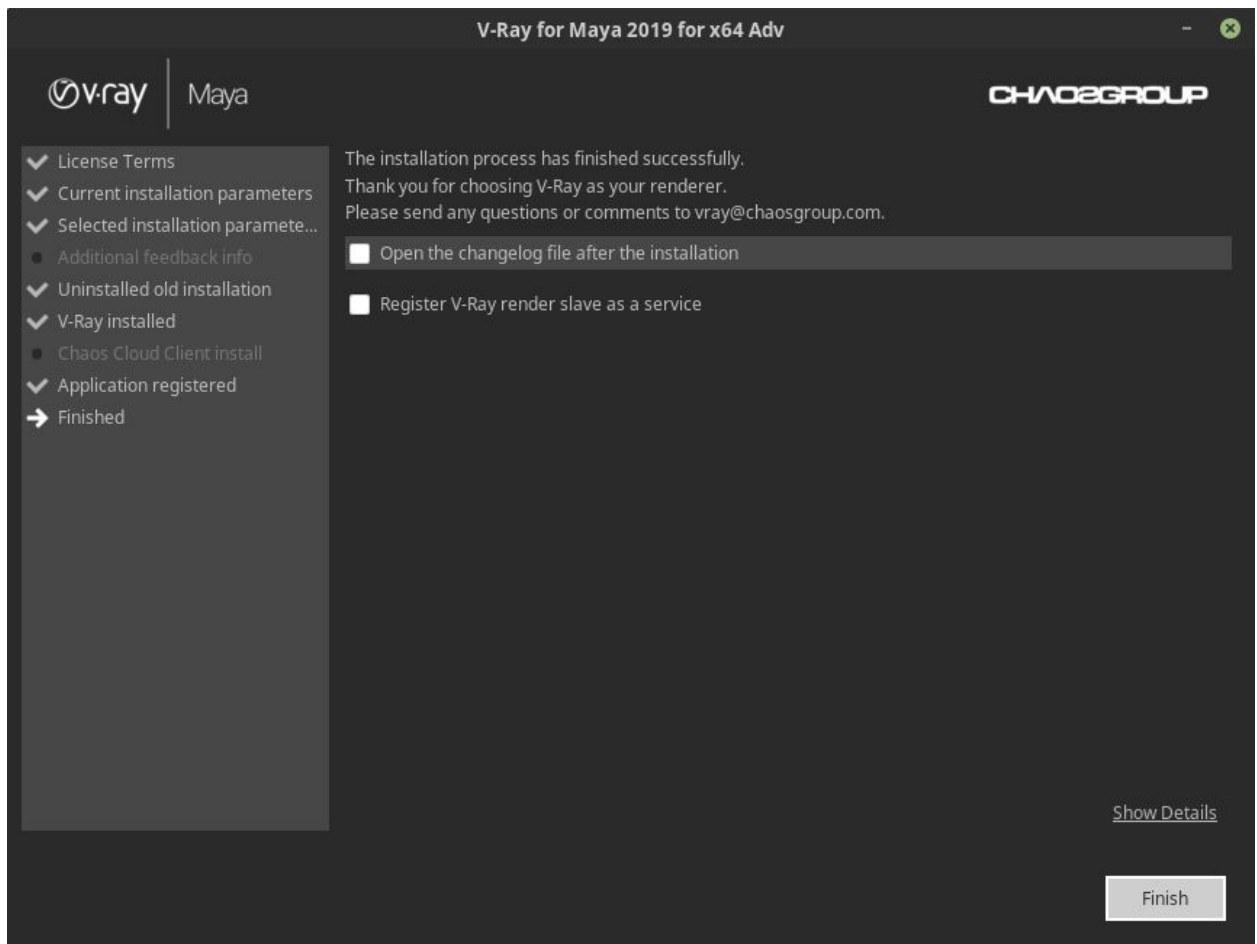
**How are you going to connect to the V-Ray license server** – Specifies whether the V-Ray license server will run locally or on another machine. If you select “Remote V-Ray license server on the network” you will be given fields to specify the IP address of the machine on which the V-Ray License server is running. Please leave the port 30304 unchanged.

**Specify installation paths** – Use to confirm the default folders are correct.

Common settings for Full installation for Maya 20xx with a local license server and default paths, should look like the screenshot below:



8. If the installation was successful, you will get this screen.



**Register the V-Ray render slave** – Registers V-Ray Standalone as a service and automatically start when the machine boots. In this case the V-Ray Standalone server will run in the background as a service and there will be no need to run it manually. You will be able to use this machine as a render slave.

9. Press the **Finish** button.

If you opted for Chaos Cloud Client installation, it will start right after the V-Ray installation.

Some GUI Distributions of Linux may be incompatible with the GUI of the installer. In that case run the installation with **-gui=0** attribute.

For example:

```
$ cd vray_install_dir
```

```
$ sudo ./vray_adv_40301_maya2018_linux_x64 -gui=0
```

*follow installer instructions*

```
$ exit
```