

V-Ray Standalone

Installation Guide for Linux

Linux

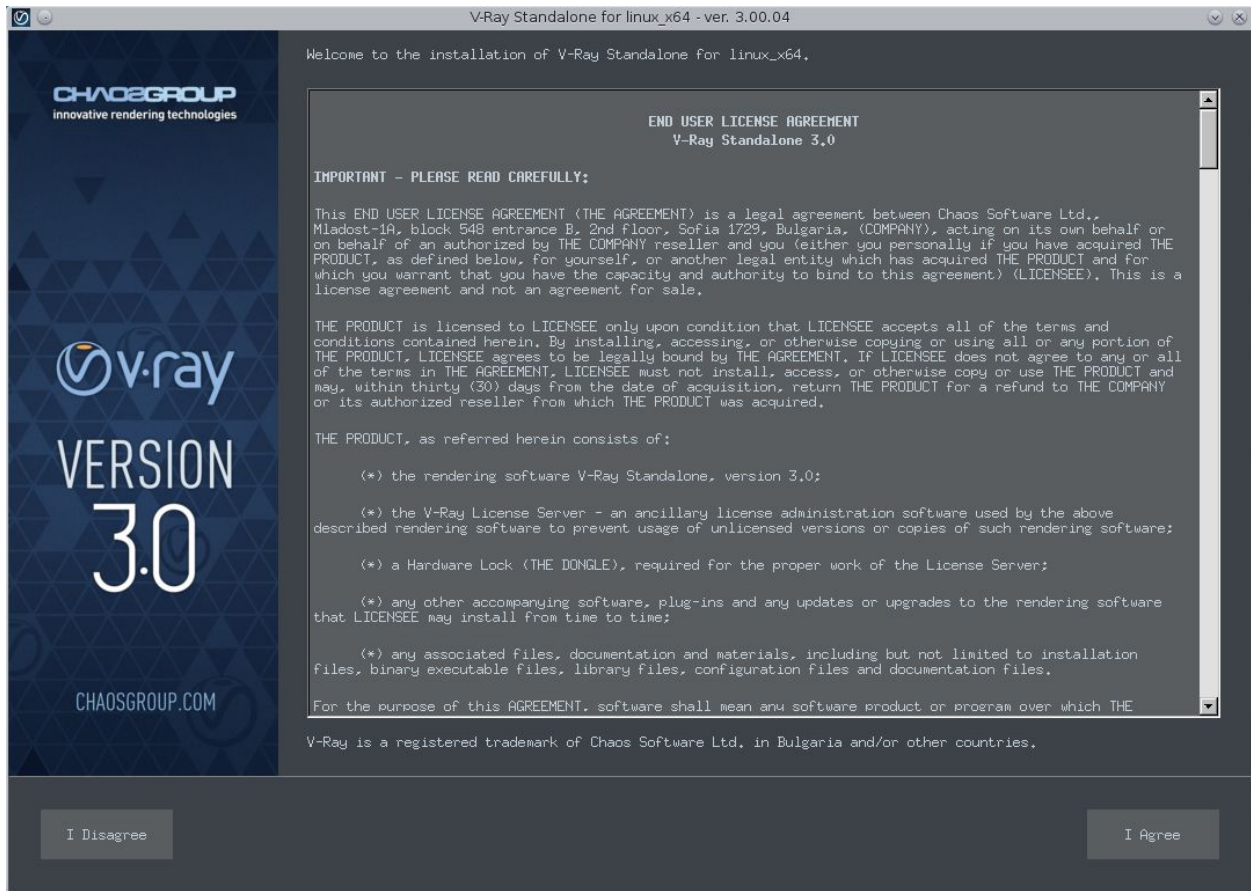
1. Unpack the contents of the installation archive to a temporary folder (called **vray_install_dir** below)
2. Open a console and navigate to that folder
3. Make sure you have root permissions or use the **su** or the **sudo** command and run the installation file in the directory for the respective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

Example

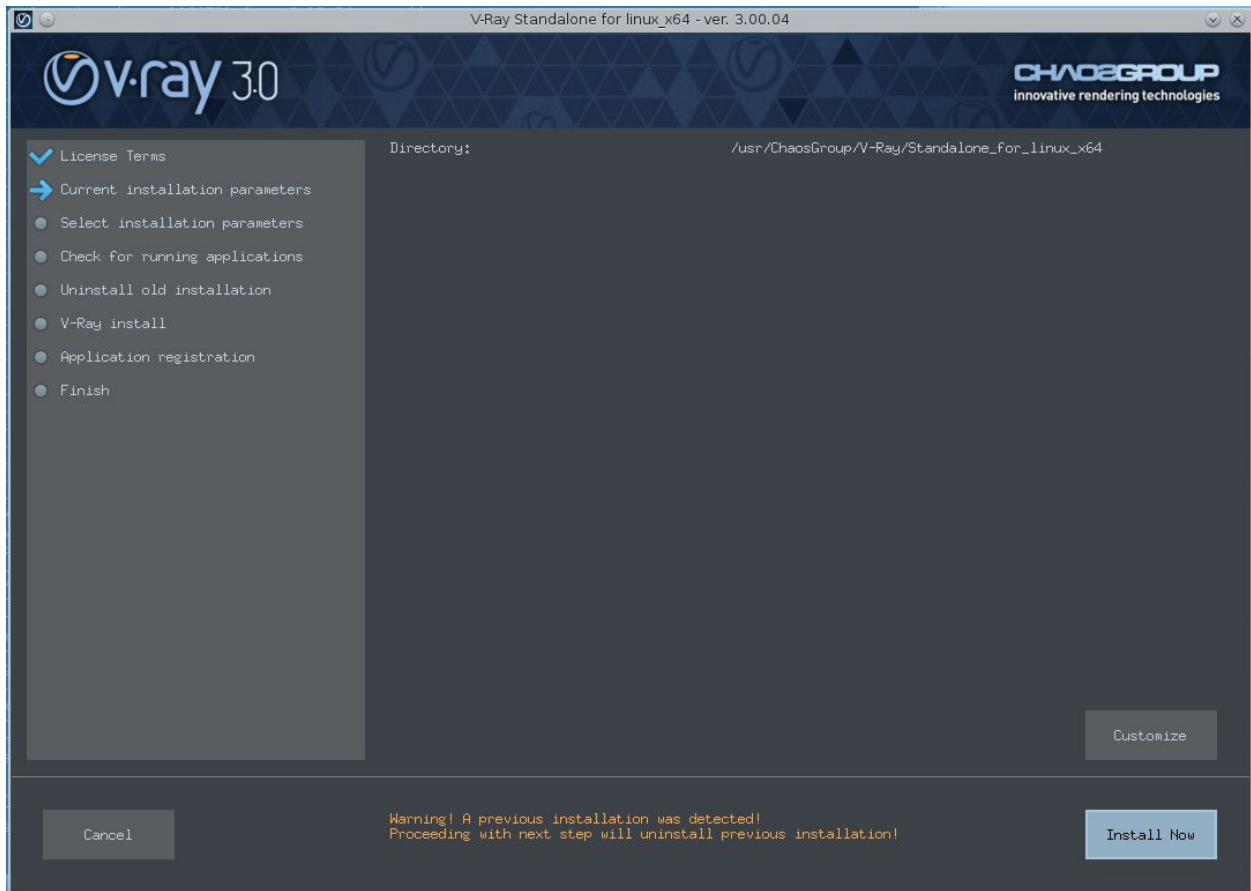
```
$ cd vray_install_dir
```

```
$ sudo ./vraystd_adv_30004_linux_x64
```

4. You will be presented with the V-Ray licensing agreement. Please take a moment to review the agreement. Click the **I agree** button to proceed:



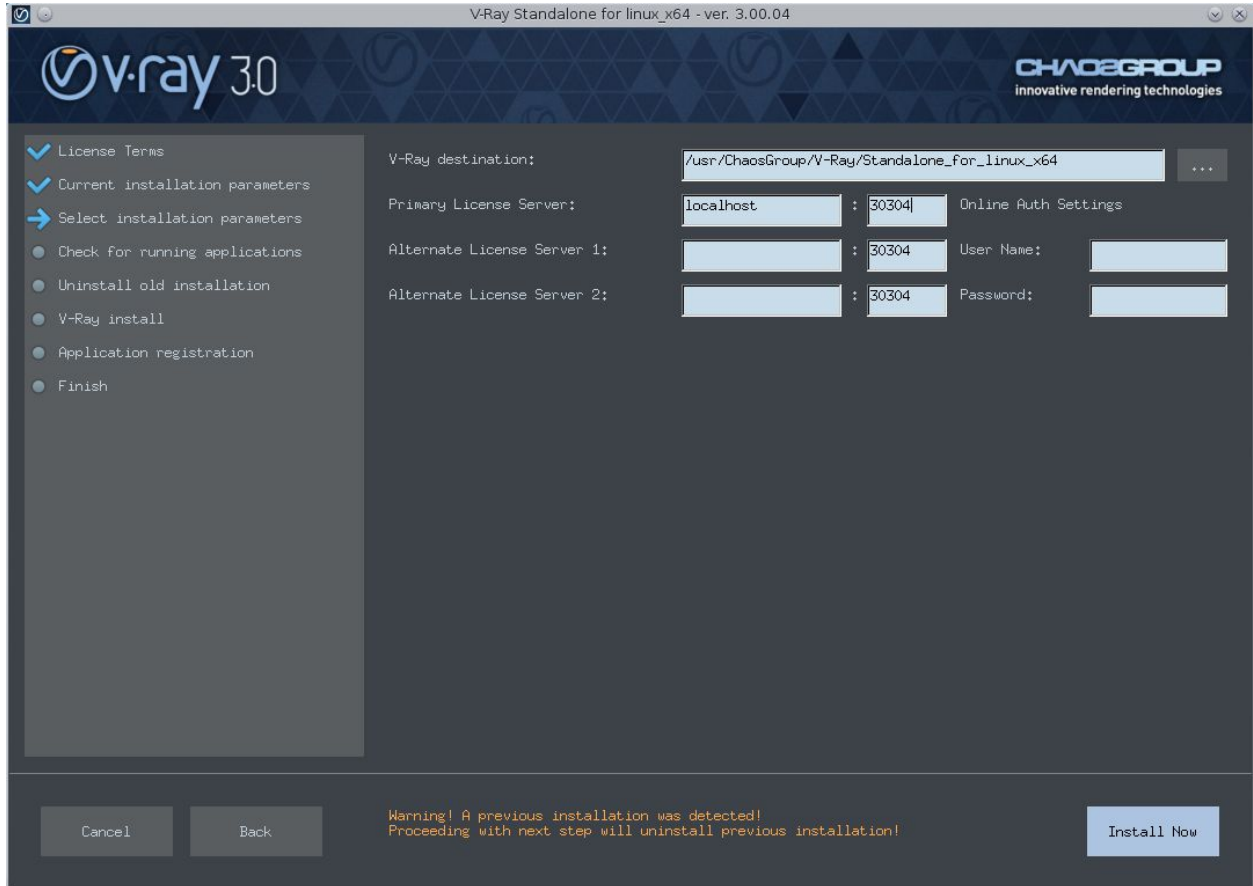
5. During the next step you will see the installation folder. You can click **Customize** to adjust some of the installation settings.



6. If you choose to adjust the settings you will see the screen below. The options here allow you to specify:

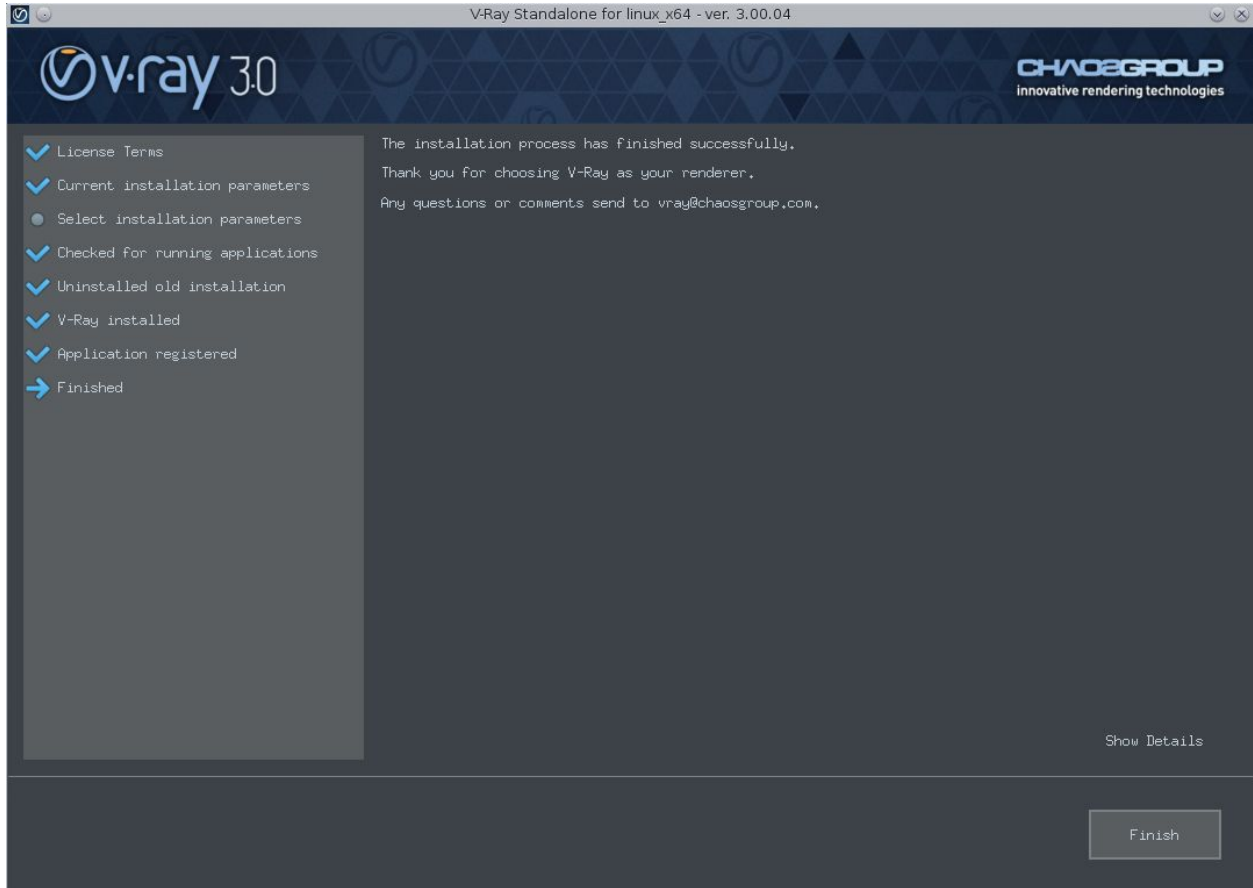
- a. **V-Ray destination** – manually specify the location where V-Ray will be installed
- b. **How are you going to connect to the V-Ray license server** – specifies whether V-Ray license server will run locally or on another machine. If you select **Remote V-Ray license server on the network** you 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.

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



Once you are ready click **Install Now**.

7. The installer will proceed to uninstall any previous versions and install V-Ray 3.0. If the installation was successful, you will get this screen.



It may be necessary to log out and log in again so that some of the changes to the environment variables made by the installer can take effect.