

Chaos Software V-Ray

Install.cmd:

```
REM #####
REM Installs: V-Ray
REM Arkitektur: x64
REM Download link:
REM Info:
REM Contact information:
REM Documentation:
REM Created:
REM Modified:
REM Info:
REM Program reboots during install: No
REM Windows needs to be rebooted by SCCM after install: No
REM User interaction at install: No
REM Application dependencies: No
REM Produktkod:
REM Uninstall command:
REM #####

setlocal

REM Kör setup för V-Ray

"%~dp0vray_edu_22003_max2012_x64" -gui=0 -configFile="%~dp0Svarsfil.xml" -quiet=1
endlocal

REM Return exit code to SCCM
exit /B %EXIT_CODE%
```

Svarsfil.xml:

```
<DefValues>

<Value Name="MAYAROOT" DataType="value">C:\Program Files\Autodesk\Maya2008</Value>

<Value Name="PLUGINS" DataType="value">$MAYAROOT\vray</Value>

<Value Name="OPEN_CHANGELOG" DataType="value">0</Value>

</DefValues>
```

Info:

Here's the latest Vray Silent Installer info

Maya osx/linux:

You need to perform one standard installation with the settings that you want to populate over the other machines.

At the end of installation you will find the following note:

Saving your install configuration to installcfg.txt...

You may now install the product on another machine by issuing

```
./vray_adv_2004_maya2011_snow_leopard_x64.exe -fromFile="installcfg.txt"
```

The "installcfg.txt" file will be created in the directory where the V-Ray installation .exe is located. I The command should looks like the one below:

```
./vray_adv_XXXXXX_maya20XX_snow_leopard_XXX.exe -fromFile="/path/to/installcfg.txt"
```

Maya win7:

Create an .xml file with contents similar to the one below, where you can specify the values for the various installer variables.

Then you can run the installer with the command:

```
vray_adv_08530_maya2008_x86.exe -gui=0 -configFile="xml_file.xml" -quiet=1
```

This will cause the installer to read the default variable values to the xml file and do the installation without asking any questions. If you do not specify the '-quiet=1' option, the installer will ask for a confirmation for each variable before proceeding.

Below is an example .xml file, here is a description of the variables:

MAYAROOT - this is the root maya folder;

PLUGINS - this is the plugins folder for maya; the default places it as a sub-folder of the maya root one;

OPEN_CHANGELOG - this is 1 to open the changelog after the installation and 0 if you don't want it to open;

Example .xml file:

```
<DefValues>

<Value Name="MAYAROOT" DataType="value">C:\Program Files\Autodesk\Maya2008</Value>

<Value Name="PLUGINS" DataType="value">$MAYAROOT\vray</Value>

<Value Name="OPEN_CHANGELOG" DataType="value">0</Value>

</DefValues>
```

3DS MAX win7:

Create an .xml file with contents similar to the one below, where you can specify the values for the various installer variables.

Then you can run the installer with the command:

```
vray_adv_20_max2010_x86.exe -gui=0 -configFile="xml_file.xml" -quiet=1
```

This will cause the installer to read the default variable values to the xml file and do the installation without asking any questions. If you do not specify the '-quiet=1' option, the installer will ask for a confirmation for each variable before proceeding.

Below is an example .xml file, here is a description of the variables:

MAXROOT - this is the root 3dsmax folder;

PLUGINS - this is the plugins folder for 3dsmax; the default places it as a sub-folder of the 3dsmax root one;

OPEN_README - this is 1 to open the readme.rtf file after install and 0 if you don't want it to open;

OPEN_CHANGELOG - this is 1 to open the changelog after the installation and 0 if you don't want it to open;

INSTALL_WIBU - 1 to install the WIBU drivers and 0 if you don't need them; valid only for Workstation and License server installations;

REG_LIC_SERVER - 1 to register the license server as a service after the install; 0 if you don't want it registered; valid only for Workstation and License server installations;

INSTALL_TYPE - 0 is full install (workstation, includes SDK); 1 is render slave install (no SDK); 2 is license server only;

REMOTE_LICENSE - 0 if the license server will be running locally on the same machine and 1 if the server is on a different machine in the network. If this is 1, the license server itself will not be installed. To configure the license server settings, you will need to run the "setvrlservice" program after the installation. Normally it is located in "c:\program files\Chaos Group\V-Ray\3dsmax R? for x???\setvrlservice.exe". The license server is specified using "-server" option, for example:

```
"c:\Program Files\Chaos Group\V-Ray\3dsmax R9 for x64\setvrlservice.exe" -server=10.10.10.11
```

Example .xml file:

```
<DefValues>

<Value Name="MAXROOT" DataType="value">c:\3dsmax8</Value>

<Value Name="PLUGINS" DataType="value">$MAXROOT\plugins</Value>

<Value Name="OPEN_README" DataType="value">0</Value>

<Value Name="OPEN_CHANGELOG" DataType="value">0</Value>

<Value Name="INSTALL_WIBU" DataType="value">0</Value>

<Value Name="REG_LIC_SERVER" DataType="value">0</Value>

<Value Name="INSTALL_TYPE" DataType="value">1</Value>

<Value Name="REMOTE_LICENSE" DataType="value">1</Value>
```

</DefValues>