



## Overview

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This guide is to serve as a reference for installation of V-Ray for Revit.

If you experience any problems, please contact [vray@microsolresources.com](mailto:vray@microsolresources.com).

A complete installation of V-Ray for Revit consists of:

- V-Ray
- V-Ray license server
- Online Licensing Documentation
- Swarm

In order to complete a full installation of V-Ray for Revit, you need to run the provided installer.

The V-Ray license server and the link to set up the license will be automatically installed.

## Installing V-Ray for Revit

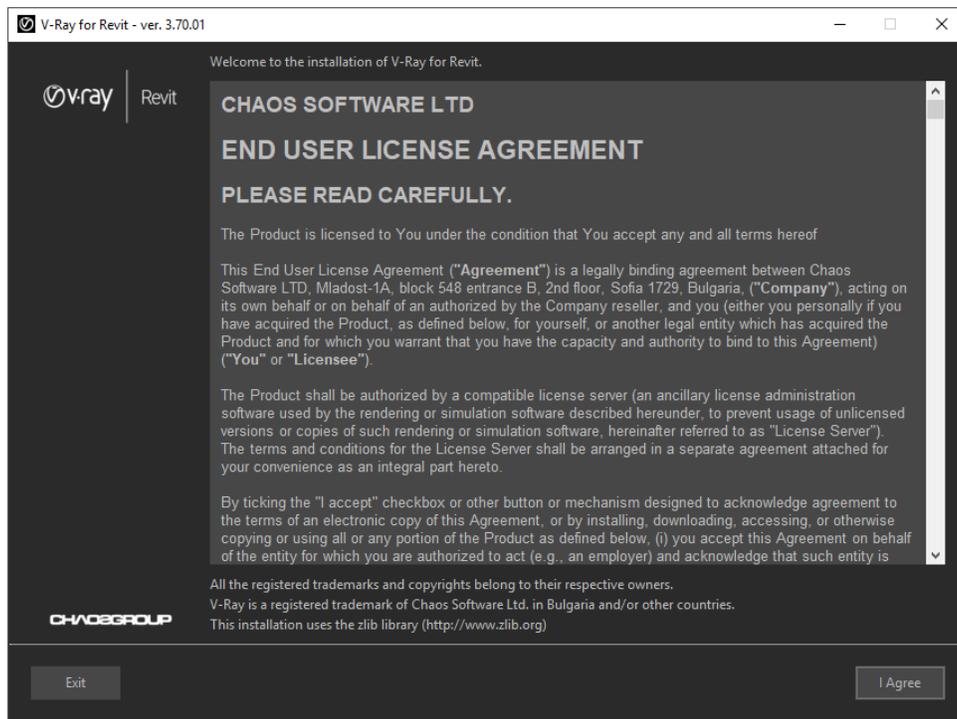
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To install V-Ray for Revit make sure your Windows account has administrative privileges and double-click the installer to run it:

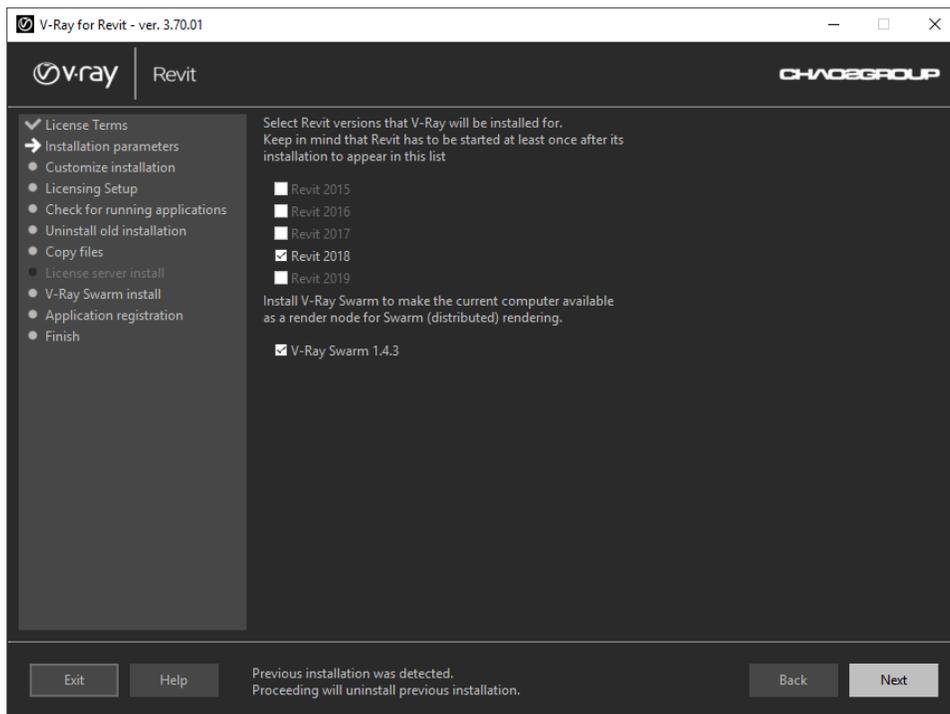
Revit Version	Installer Name
Revit 2019 x64	vray_adv_37001_revit_win_x64.exe
Revit 2018 x64	vray_adv_37001_revit_win_x64.exe
Revit 2017 x64	vray_adv_37001_revit_win_x64.exe
Revit 2016 x64	vray_adv_37001_revit_win_x64.exe
Revit 2015 x64	vray_adv_37001_revit_win_x64.exe

To complete the installation follow these steps:

1. You will be presented with the V-Ray licensing agreement. Read carefully and click the **I agree** button, when done:



2. Next, select Revit version you wish to install V-Ray for. You can also opt-in for the latest version of V-Ray Swarm.



3. At this step, the installer detects the root folder automatically. You see the following options:

**a. Specify installation paths** – please check if the default folders are correct.

**b. V-Ray Swarm Enabled** - Turns V-Ray Swarm on/off. If you have clicked the **V-Ray Swarm Enable**, you will be able to adjust some installation settings:

**c. Don't use local machine** – Enabling this will exclude the local machine from rendering; however, Swarm will continue using a small percentage of the local machine's resources to communicate with the nodes.

**d. Goal** – Sets the desired percentage of utilization of available resources. Computers added or removed to V-Ray Swarm will be taken into account automatically.

**e. Network Discovery** – controls how a Master Node is selected. The **Master Swarm Node** is the machine which can communicate with the greatest number of render node machines. By default, V-Ray Swarm's Network Discovery is set to use auto-discovery.

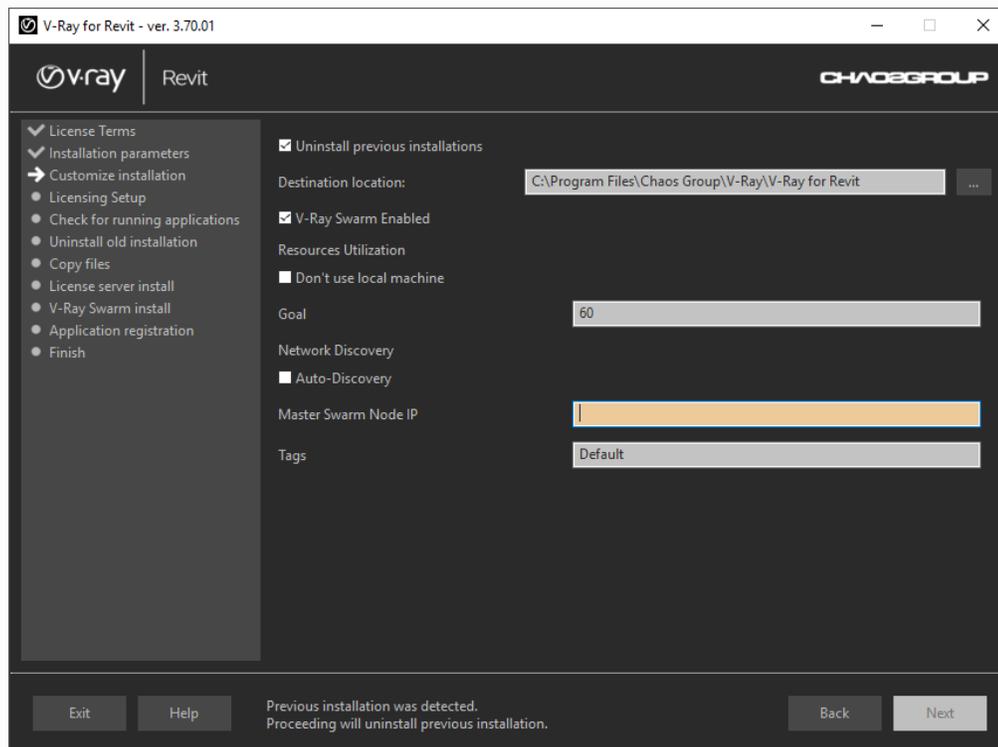
**Auto-Discovery** - On/Off

**f. Tags** - Tags allow you to tag this node with a descriptor that defines something about the machine, which we can later use to selectively control from inside of Revit.

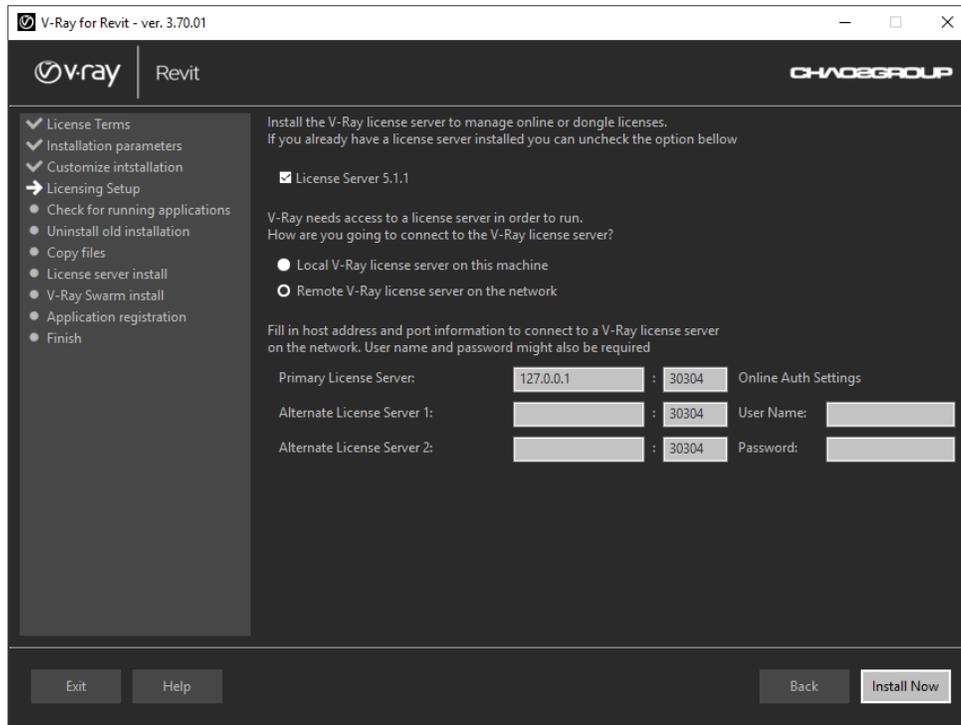
*When Tags are being selected, they should be separated with a comma.*

**g.** If you have disabled the **Auto-Discovery** option, you will be able to adjust some installation settings. For more information about **Auto-Discovery** and **Configuration** please visit the [V-Ray Swarm](#) page.

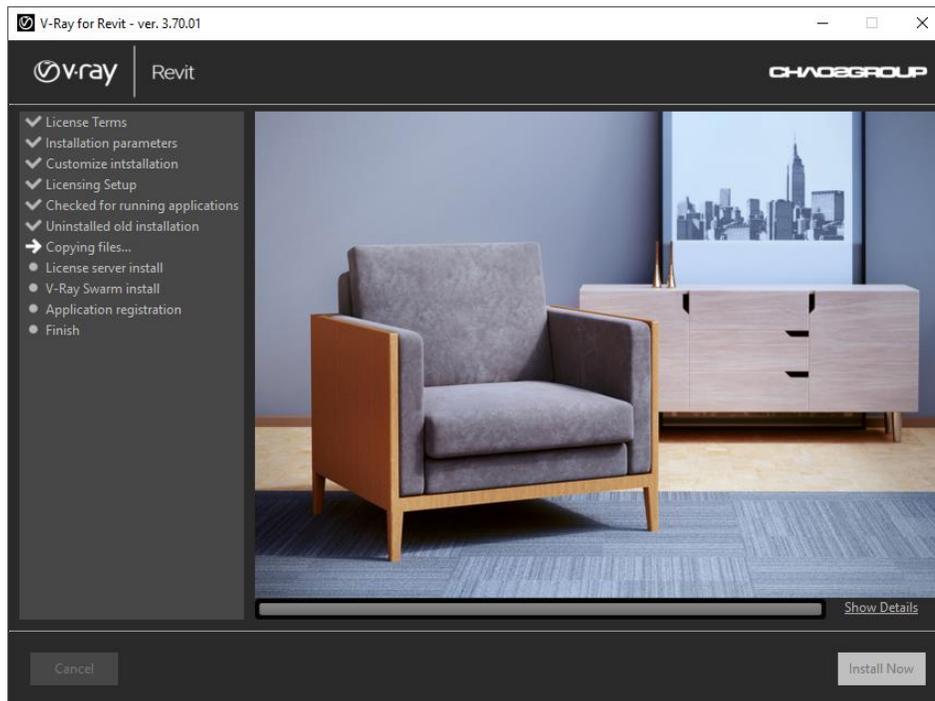
**h. Master Swarm Node IP** – allows the custom configuration of the **Master Node**. This is suitable if there are more than one subnet on the LAN, or if you want to dedicate one or more machines to be Master Nodes. *You can either enter only the IP address or the IP along with the port (note that the syntax is **IP:port**).*



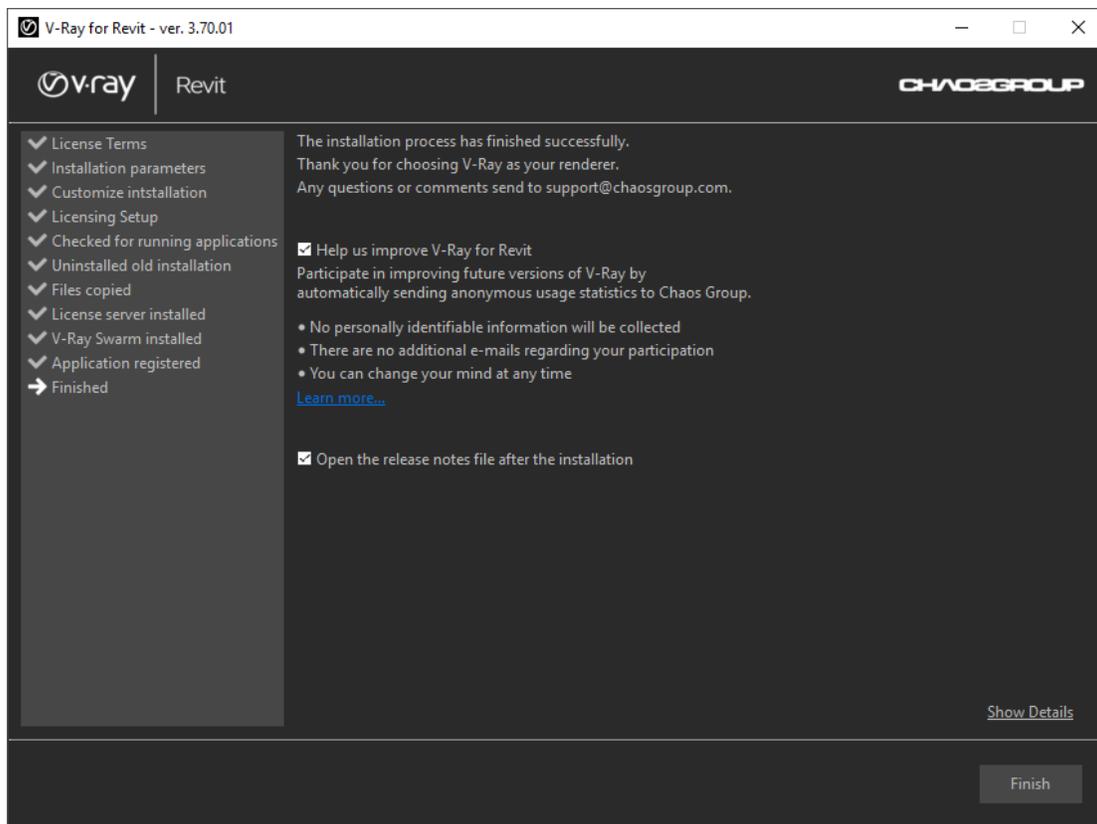
4. The following screen gives you the option to install the License Server and choose how are you going to connect to it – specifies whether the V-Ray license server will run locally or on another machine.



5. Click **Install Now** to begin the installation.



6. Your installation is completed. On the last screen resides the usage statistics collection option. You can also open the release notes after the installation and check out the new features.



7. Click **Finish** to complete the installation.