

V-Ray for 3ds Max Autodesk application package

Starting with 3ds Max 2022, the format for plugins is changed to the Autodesk Application Plug-in Package format as described here: [Autodesk application package help](#)

V-Ray for 3ds Max installation has been modified to support plugin packages.

The V-Ray installation location can be obtained by 3rd parties through the 3ds Max's PluginPackageManager. The upgradeCode is "{00B38902-1C59-405A-875E-A9E3461F1FE7}"

Structure of the V-Ray application plugin package

For the sake of portability V-Ray for 3ds Max is installed in a single directory under the application plug-ins location, known further as **PKGROOT**. The accompanying V-Ray Standalone files are there too. The package is in a directory named *VRay3dsMax<3ds Max version>*. This should allow for distribution by just copying the whole package and setting the [environment variables](#).

There are two possible locations for installing an Autodesk application package as follows:

%ALLUSERSPROFILE%\Autodesk\ApplicationPlugins\[plugin_name]

Example:

C:\ProgramData\Autodesk\ApplicationPlugins\VRay3dsMax2022

This is the preferred install location when a plug-in is installed by the Autodesk store installer. Plug-ins installed to this location are available to **all** users on the machine.

%APPDATA%\Autodesk\ApplicationPlugins\[plugin_name]

Example:

C:\Users\<username>\AppData\Roaming\Autodesk\ApplicationPlugins\MyPlugin



All users: %ALLUSERSPROFILE%\Autodesk\A



Only you: %APPDATA%\Autodesk\Application

V-Ray for 3ds Max additional files

C:\



Continue

The V-Ray SDK, example projects documentation installer and its logs as files not essential to rendering are still in their former place (by default at C:\Program Files\ChaosGroup\V-Ray\3ds Max <3ds Max version>) further known as **INSTALLROOT**.

A summary of the files bundled in the Autodesk application package for V-Ray:

Package element	Description	Former location
[PKGROOT]/amg	viewport shaders	<Program Files>\Autodesk\3ds Max*\AMG
[PKGROOT]/assets	files needed for V-Ray for 3ds Max e.g. material_preview.vrscene	<Program Files>\Chaos Group\V-Ray\3ds Max*\assets
[PKGROOT]/bin	V-Ray GPU binaries and plugins	<Program Files>\Chaos Group\V-Ray\3ds Max*\bin
[PKGROOT]/defaults	3ds Max defaults settings	<Program Files>\Autodesk\3ds Max*\en-US\defaults
[PKGROOT]/docs	V-Ray EULA	<Program Files>\Chaos Group\V-Ray\3ds Max*\docs

[PKGROOT]/opensl	V-RayOSL headers	<Program Files>\Chaos Group\V-Ray\3ds Max*\opensl
[PKGROOT]/plugins	V-Ray for 3ds Max plugins	<Program Files>\Autodesk\3ds Max*\Plugins
[PKGROOT]/resources	V-Ray Toolbar icons	<Program Files>\Autodesk\3ds Max*\UI_In
[PKGROOT]/sceneconverter	3ds Max scene converter scripts (and presets)	<Program Files>\Autodesk\3ds Max*\SceneConverter
[PKGROOT]/scripts	3ds Max startup scripts	<Program Files>\Autodesk\3ds Max*\scripts
[PKGROOT]/PackageContents.xml	The Autodesk application package descriptor	
[INSTALLROOT]/docs	V-Ray SDK documentation shipped	<Program Files>\Chaos Group\V-Ray\3ds Max*\docs
[INSTALLROOT]/include	V-Ray SDK headers	<Program Files>\Chaos Group\V-Ray\3ds Max*\include
[INSTALLROOT]/lib	V-Ray SDK export libraries	<Program Files>\Chaos Group\V-Ray\3ds Max*\lib
[INSTALLROOT]/mdl	V-RayMDL sample shaders	<Program Files>\Chaos Group\V-Ray\3ds Max*\mdl
[INSTALLROOT]/samples	V-Ray SDK sample projects	<Program Files>\Chaos Group\V-Ray\3ds Max*\samples
[INSTALLROOT]/uninstall	V-Ray installer's binary, config and log	<Program Files>\Chaos Group\V-Ray\3ds Max*\uninstall
[INSTALLROOT]/utils	Other products installations that are bundled with V-Ray	<Program Files>\Chaos Group\V-Ray\3ds Max*\utils