

# Manual Addition of Firewall Exceptions

This page gives information exceptions that might need to be manually added to your firewall settings.

## Overview

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Chaos products add various exceptions (rules) for themselves during the installation process. Sometimes, adding a firewall exception isn't enough to allow an application to receive information. In these cases, the only way to get the program operating correctly is to manually add a port/program exception to your firewall.

Manual changes to firewall exceptions are made through your OS settings. The procedure for adding a firewall exception varies for each OS. Please refer to your OS documentation for steps on how to manually set an exception for a specific executable or port in your OS.

## Chaos License Server

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- During installation, exceptions are made to your firewall to ensure smooth running. The exception is added for:

`C:\Program Files\Chaos\VRService\OLS\vrol.exe`

`C:\Program Files\Chaos\UnifiedLogin\ula.exe`

After installing the License Server, you need to ensure that TCP Port 30304 is open for both incoming and outgoing communications in the firewall software running on the machine where the license server is installed.

- If you have disabled the **Add firewall exception** in the V-Ray and the License Server installers, you can re-install, while making sure the option is enabled, or you can add the exception manually:

## V-Ray for Max/Maya/Nuke and Standalone

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During the installation process of V-Ray Standalone on Windows or macOS, V-Ray adds a firewall exception on the executable. The exception is added for:

*Windows - C:\Program Files\Chaos Group\V-Ray\Standalone for x64\bin\x64\vc11\vray.exe*

*macOS - /Applications/ChaosGroup/V-Ray/Standalone\_for\_mavericks\_x64/bin/mavericks\_x64/gcc-4.2/vray.bin*

*Linux - /usr/ChaosGroup/V-Ray/Standalone\_for\_linux\_x64/bin/linux\_x64/gcc-4.4/vray.bin*

In the case of 3ds Max and Maya in Windows or macOS, an exception may also be added for spawner executables *vraystdspawner.exe* and *vraymayaspa wner.exe*.

In the case of 3ds Max, for Windows it is installed in:

`C:\Program Files\Chaos Group\V-Ray\3ds Max 20XX\bin`

In the case of Maya, it depends on the OS, but it is always where Maya is installed.

*Windows - C:\Program Files\Autodesk\Maya20xx\vray\bin\vray.exe*

*macOS - /Applications/Autodesk/maya20XX/vray/bin/vray.bin*

*Linux - /usr/autodesk/maya20xx/vray/bin/vray.bin*

And in the case of Nuke, vray.exe is installed in a subfolder of the Nuke installation.

*Windows - C:\Program Files\Nuke<ver>\plugins\vray\vray.exe*

*Linux - /usr/local/Nuke<ver>/plugins/vray/vray.bin*

V-Ray's Linux installers do not attempt to create any firewall exceptions. Firewall exceptions can be added manually in Linux for *vray.bin*.

## V-Ray for Rhino/Revit and SketchUp

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During the installation process of V-Ray for Rhino and V-Ray for SketchUp, V-Ray sets a firewall exception for the executable for V-Ray 3.4 NeUI.

SketchUp: *C:\Program Files\Chaos Group\V-Ray\V-Ray 3.4 for SketchUp\extension\vrayneui-win32-x64\vrayneui.exe*

Rhino: *C:\Program Files\Chaos Group\V-Ray\V-Ray 3.4 for Rhinoceros 5\vrayneui-win32-x64\vrayneui.exe*

During the V-Ray for Revit installation, V-Ray adds an exception on the executable for the Standalone Material Editor:

*C:\Program Files\Chaos Group\V-Ray\V-Ray 3.5 for Revit\vrmeditor\vrmeditor.exe*

For all three programs, V-Ray adds firewall exceptions on port 20208 (the default port we use for V-Ray Standalone), on both TCP and UDP,

## V-Ray Swarm

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During the Swarm installation, V-Ray adds a firewall exception for the executable for *swrm.exe*:

*C:\Program Files\ChaosGroup\V-Ray Swarm\swrm.exe*

V-Ray also adds firewall exceptions on port 24267 for access to the Swarm Web interface.