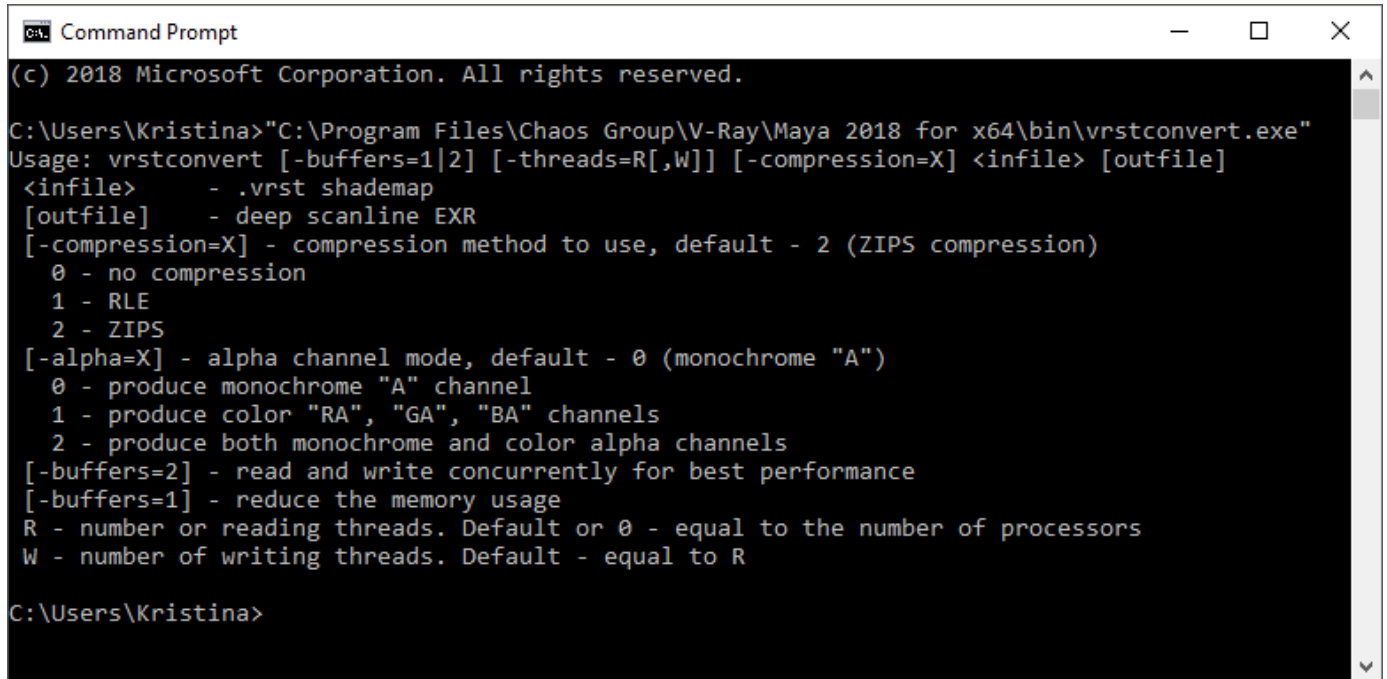


vrstconvert

This page provides information about the `vrstconverter` tool in V-Ray Next.

Overview

The VRST Converter is a command-line utility that converts `.vrst` to `deep .exr` files. VRST is V-Ray's native deep image file format which was used before OpenEXR 2 was released.



```
Command Prompt
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C:\Users\Kristina>"C:\Program Files\Chaos Group\V-Ray\Maya 2018 for x64\bin\vrstconvert.exe"
Usage: vrstconvert [-buffers=1|2] [-threads=R[,W]] [-compression=X] <infile> [outfile]
<infile>          - .vrst shademap
[outfile]         - deep scanline EXR
[-compression=X] - compression method to use, default - 2 (ZIPS compression)
    0 - no compression
    1 - RLE
    2 - ZIPS
[-alpha=X] - alpha channel mode, default - 0 (monochrome "A")
    0 - produce monochrome "A" channel
    1 - produce color "RA", "GA", "BA" channels
    2 - produce both monochrome and color alpha channels
[-buffers=2] - read and write concurrently for best performance
[-buffers=1] - reduce the memory usage
R - number of reading threads. Default or 0 - equal to the number of processors
W - number of writing threads. Default - equal to R

C:\Users\Kristina>
```

Installation

By default, the installation of V-Ray includes the `vrstconvert` executable in the bin folder found under `[Program Files]\Chaos Group\V-Ray\[host app]`.

Command Line Usage

With the command prompt, navigate to the bin folder and run `vrstconvert` without arguments to see a list of available options.

```
vrstconvert [-buffers=1|2] [-threads=R[,W]] [-compression=X] [-alpha=Y] <infile> [outfile]
```

Arguments

infile – Specifies the `.vrst` shademap.

outfile – Specifies `deep scanline EXR` output filename with its `.exr` extension, including full file path. If no output is specified the converter will use the input file location and filename for saving `.exr` file output.

-compression – Defines which compression method to use from the following:

- 0** – No compression;
- 1** – RLE;
- 2** – ZIPS. This is the default compression method.

-alpha – Defines the Alpha channel mode.

- 0** – Produces monochrome "A" channel. This is the default option.
- 1** – Produces color "RA", "GA", "BA" channels.
- 2** – Produce both monochrome and color alpha channels.

-buffers – Defines the buffer method of the conversion.

- 1** – Reduces the memory usage.
- 2** – Reads and writes concurrently for best performance.

-threads – Defines the number of threads used for the conversion process.

- R** – Number of reading threads. Default or a value of 0 sets usage of threads equal to the number of processors.
- W** – Number of writing threads. The default options sets usage of threads equal to reading threads.