import maya.cmds as cmds

import subprocess

file\_path = cmds.file(sceneName=True, q=True)

sel = cmds.ls(sl=True)[0]

os.environ["PYMEL\_SKIP\_MEL\_INIT"] = "1"

os.environ["MAYA\_PUB\_FILE"] = file\_path

os.environ["MAYA\_PUB\_SEL"] = sel

# replace mayaPath with the path on your system to mayapy.exe

mayaPath = 'c:/program files/autodesk/maya2017/bin/mayapy.exe'

# replace scriptPath with the path to the script you just saved

#scriptPath = 'c:/mayaTools/stdalone.py'

scriptPath = '-c "import stdalone; stdalone.publish\_vray\_rig()"'

def publishVray():

maya = subprocess.Popen(mayaPath+' '+scriptPath,stdout=subprocess.PIPE,stderr=subprocess.PIPE)

out,err = maya.communicate()

exitcode = maya.returncode

if str(exitcode) != '0':

print(err)

publishVray()