

# Virtual Machines

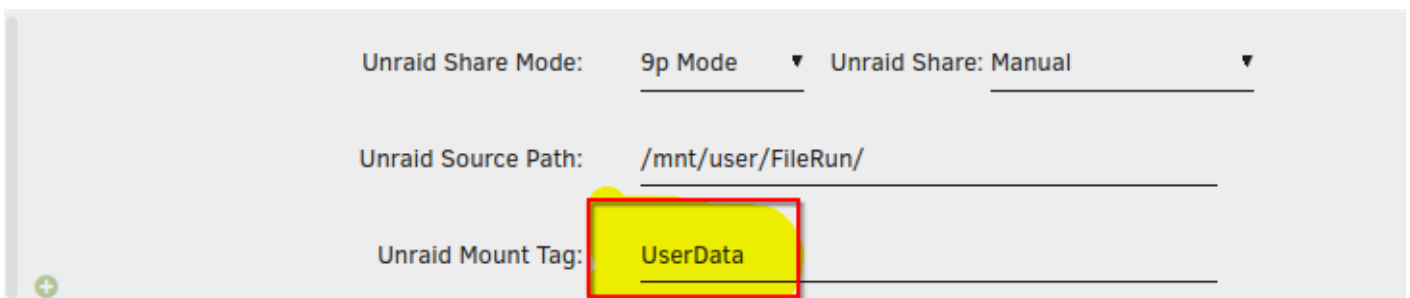
- Mount Shares in VMs using VirtIO

# Mount Shares in VMs using VirtIO

This guide will outline the steps necessary to mount an Unraid Share inside a VM.

## On the VM inside UnRaid:

Set the path to your share, and make note of the Unraid Mount Tag (this can be whatever you like)



Unraid Share Mode: 9p Mode ▼ Unraid Share: Manual ▼

Unraid Source Path: /mnt/user/FileRun/

Unraid Mount Tag: UserData

## Ubuntu:

1. In the "Unraid Share" section, select the unraid folder that you want to make mountable. This can be an individual share or a parent directory of the share for multiple. e.g. ``/mnt/user``
2. In the "Unraid Mount tag" section, enter a tag name, this can be anything and will be passed to the VM. e.g. ``myMountTag``
3. Complete VM setup, power on and install your VM OS or normal. The following steps require root/sudo user.
4. Make a backup copy of fstab in case you mess up your configuration ``sudo cp /etc/fstab /etc/fstab.orig``
5. Create a target mount directory where you want to mount your share e.g. ``sudo mkdir /path/to/myMountedDir``
6. Edit ``/etc/fstab`` config by adding the following line to the end of the file, (change tag & path to your needs)
  1. `myMountTag /path/to/myMountedDir 9p  
trans=virtio,version=9p2000.L,_netdev,rw 0 0`

7. Save fstab file and run `sudo mount -a` to check your mount works (there should be no output for on success)
8. You should now have a mounted share in your VM

### Futher detail

For anyone new to unraid, looking for an explanation as to what the fstab values are, here is an explanation

```
<device>: myMountTag
<mount point>: /path/to/myMountedDir
<file system type>: 9P (The protocol that QEMU uses for a VirtFS)
<options>:
    trans=virtio,version=9p2000.L (our transport for this share will be over virtio, and we specify the 9P version (20
    _netdev (tells the system that this mount relies on the network, and to delay the mount until a network is enable
    rw (mount as read/write)
<dump>: 0 (disables backup via the dump command)
<pass num>: 0 (disable any error checking)
```