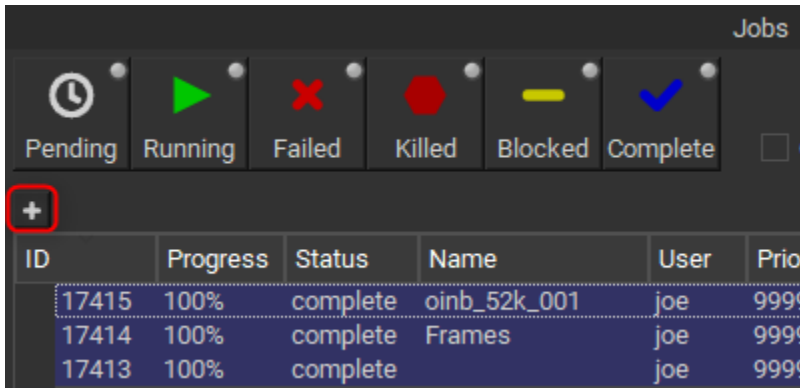


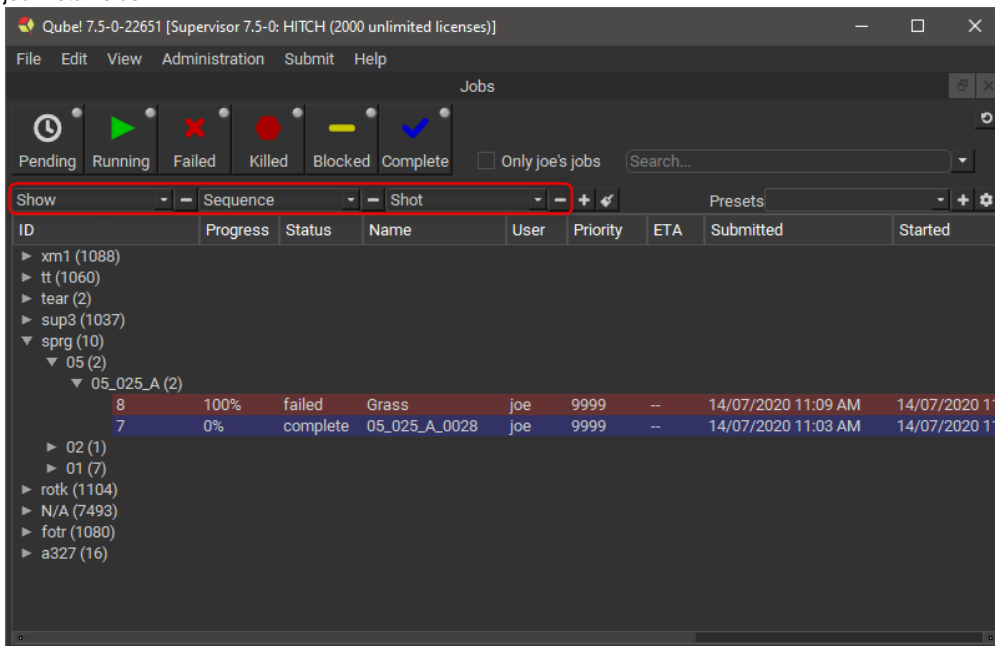
_qubeuiPanelJobsTreeStructureDescription

In addition to the several filter tools, the Qube! UI gives you a powerful way to organize your job lists. When working with files on disk it is time consuming to look through a directory that has thousands of files in it. It is common to avoid this by setting up a directory structure that organizes the files in such a way that each directory has a manageable number of files in it. Generally the deeper the directory structure the fewer files each directory has in it. A good directory structure is a balance between the depth and breadth of the files and directories contained within it. You can organize jobs in the Qube! UI in a way similar to files in a directory structure, thankfully the UI automates the placement of the jobs, you just need to tell it the structure.

To specify the job structure's levels click the little plus button under the Pending status filter toggle. A selector will appear allowing you to choose how to split up the jobs under this level, we call this a Level Function, it might sound odd now but will make sense later when we go to add our own custom ones.



Just keep adding levels to organize the jobs in the way that makes sense to your workflow, don't worry you don't need to find the perfect hierarchy, you can make many structures (and even view them next to each other). Here's an example using the prod_show, prod_seq, prod_shot job meta fields.



Or by status and user.

Qube! 7.5-0-22651 [Supervisor 7.5-0: HITCH (2000 unlimited licenses)]

File Edit View Administration Submit Help

Jobs

Pending Running Failed Killed Blocked Complete ☐ Only joe's jobs Search...

Status User Presets

ID	Progress	Status	Name	User	Priority	ETA	Submitted	Started	Average	C
▶ killed (1)										
▼ failed (493)										
▶ simon (106)										
▶ karl (91)										
▼ joe (101)										
10640	100%	failed	pdx_49d 16	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:25 PM	--	9
10637	100%	failed	pdx_49d 13	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:25 PM	--	9
10629	100%	failed	pdx_49d 5	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:25 PM	--	9
10624	100%	failed	pdx_49d 0	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:25 PM	--	9
10619	100%	failed	pdx_49c 15	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9
10607	100%	failed	pdx_49c 3	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9
10603	100%	failed	pdx_49b 19	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9
10598	100%	failed	pdx_49b 14	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9
10592	100%	failed	pdx_49b 8	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9
10590	100%	failed	pdx_49b 6	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9
10588	100%	failed	pdx_49b 4	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9
10587	100%	failed	pdx_49b 3	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9
10581	100%	failed	pdx_49a 17	joe	9999	--	8/10/2020 8:55 PM	9/10/2020 12:24 PM	--	9

The Qube! UI's filtering and structuring work hand in hand to zero in on what you're after in quickly, so you can get back to doing your real job.

Qube! 7.5-0-22651 [Supervisor 7.5-0: HITCH (2000 unlimited licenses)]

File Edit View Administration Submit Help

Jobs

Pending Running Failed Killed Blocked Complete ☒ Only joe's jobs priority:>=500

Show Department Presets

ID	Progress	Status	Name	User	Priority	ETA	Submitted	Started
▶ xm1 (1088)								
▶ tt (1060)								
▶ tear (2)								
▶ sup3 (1037)								
▼ sprg (10)								
▶ N/A (9)								
▼ 2D (1)								
7	0%	complete	05_025_A_0028	joe	9999	--	14/07/2020 11:03 AM	14/07/2020 11:03 AM
▶ rotk (1104)								
▶ N/A (7493)								
▶ fotr (1080)								
▶ a327 (16)								