

# Cinema4D AppFinder Submission QubeUI

Step by step instructions for submitting Cinema4D jobs with Qube!

---

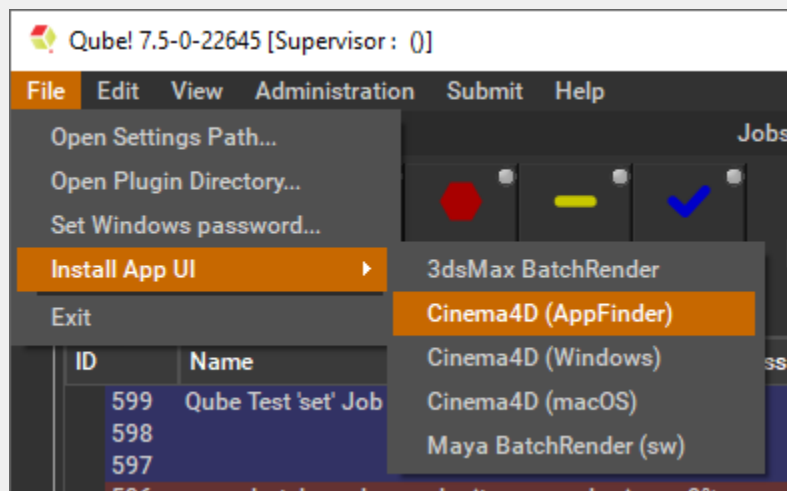
## Step 1 (First Time Only)

### Install the Qube! Submission UI into Cinema4D

If you want the submission menu inside of Cinema4D (recommended) then install the InApp plugins via the QubeUI application as shown here. To do this, launch the QubeUI:

- **Windows:** Double-click the color desktop icon
- **macOS:** Find the color icon in Applications/pfx/qubeui and double-click on it

Then navigate to the File menu, choose "Install App UI" and choose the Cinema4D (AppFinder) option. This will install the Cinema4d (AppFinder) submission UI only. You will need to do this on every workstation that you intend to submit Cinema jobs from.



## Step 2

Once installed you should be able to locate the "Qube!" menu in Cinema4D's menu bar via Extensions -> User Scripts -> Qube\_Submit -> Qube! Submit (AppFinder).



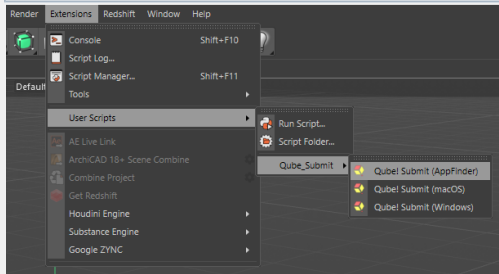
### AppFinder vs macOS vs Windows

What's the difference?

**Qube! Submit (AppFinder)** uses information from the worker to determine if it is running Windows or macOS, and then use the render executable specific to that platform.

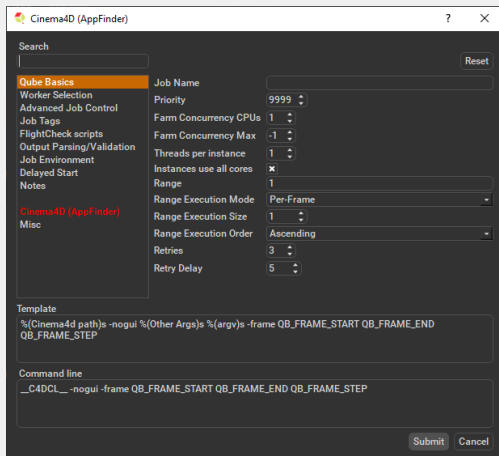
**Qube! Submit (macOS)** assumes the targeted workers are running macOS.

**Qube! Submit (Windows)** assumes the targeted workers are running Windows.



## Step 3

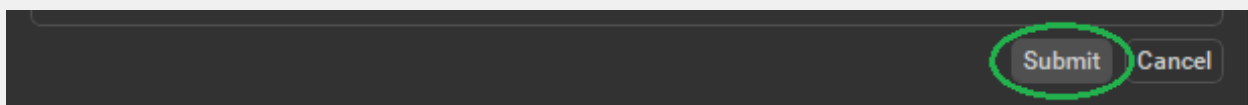
Ensure sections marked in red have the correct details.



## Step 4

Click 'Submit'

For further details on the submission UI see below.



## Job Submission Details



Not all sections need to be filled in in order to render only the fields marked in **red** are required

### Parameters Specific to Cinema4d (AppFinder)

Cinema4D (AppFinder)

Search

Reset

Qube Basics  
Worker Selection  
Advanced Job Control  
Job Tags  
FlightCheck scripts  
Output Parsing/Validation  
Job Environment  
Delayed Start  
Notes  
**Cinema4D (AppFinder)**  
Misc

Cinema4D Version 21

**Cinema4d path** **Render File** **Take** **Output Image** **Output Multipass** **Image Format** **Path Template** **File Template** **Resolution** **Threads** 0

Template

%(Cinema4d path)s -nogui %(Other Args)s %(argv)s -frame QB\_FRAME\_START QB\_FRAME\_END QB\_FRAME\_STEP

Command line

\_\_C4DCL\_\_ -nogui -frame QB\_FRAME\_START QB\_FRAME\_END QB\_FRAME\_STEP

Submit Cancel

✓ [Click here for details...](#)

In progress, check back soon.

Cinema4D (AppFinder)

Search

Reset

Qube Basics  
Worker Selection  
Advanced Job Control  
Job Tags  
FlightCheck scripts  
Output Parsing/Validation  
Job Environment  
Delayed Start  
Notes  
**Cinema4D (AppFinder)**  
Misc

Other Args

Template

%(Cinema4d path)s -nogui %(Other Args)s %(argv)s -frame QB\_FRAME\_START QB\_FRAME\_END QB\_FRAME\_STEP

Command line

\_\_C4DCL\_\_ -nogui -frame QB\_FRAME\_START QB\_FRAME\_END QB\_FRAME\_STEP

Submit Cancel

✓ [Click here for details...](#)

#### Other Args

Location to add additional args to the command line.

