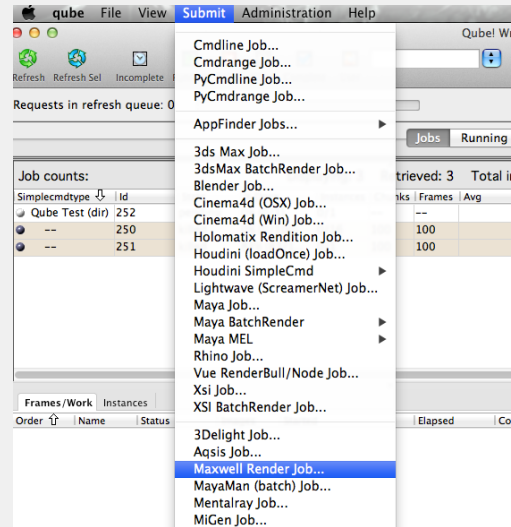


Maxwell Render Job Submission

Step by step instructions for submitting Maxwell jobs with Qube!

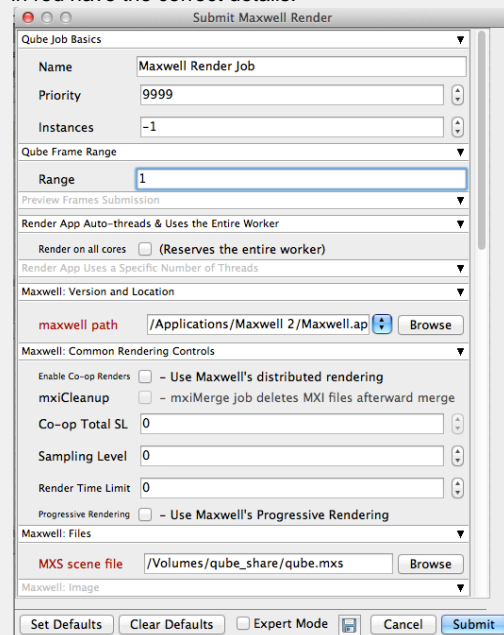
Step 1

It is not currently possible to submit directly from Maxwell ("InApp" support), so you will submit from the Qube! WranglerView. Open the Submit menu and choose "Maxwell Render Job..." as shown here.

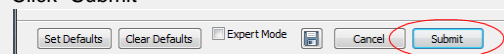


Step 2

You will be presented with a Submission UI like this. Ensure sections marked in red have the correct details.

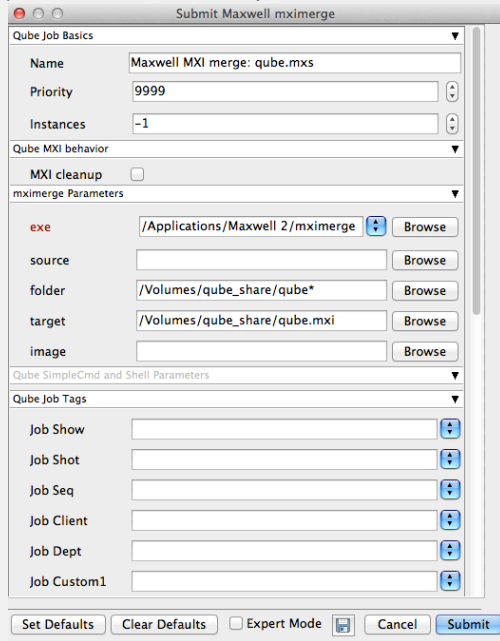


Click "Submit"

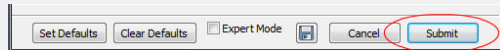


Additional

If you have selected the tick box "Enable Co-op Renders" you will be presented with a secondary window



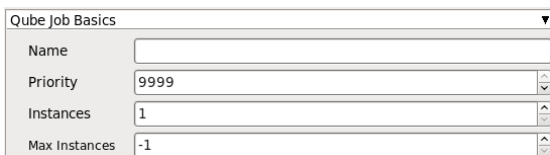
Click "Submit" again.



Job Submission Details



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



Click here for details...

Name

This is the name of the job of the job so it can be easily identified in the Qube! UI.

Priority

Every job in Qube is assigned a numeric priority. Priority 1 is higher than priority 100. This is similar to 1st place, 2nd place, 3rd place, etc. The default priority assigned to a job is 9999.

Instances

This is the number of copies of the application that will run at the same time across the network. The combination of "Instances=1" and "Max Instances=-1" means that this job will take as much of the farm as it can, and all jobs will share evenly across the farm.

Examples:

On a 12 slot(core) machine running Maya if you set
"Instances" to 4
"Reservations" to "host.processors=3"

Qube! will open 4 sessions of Maya on the Worker(s) simultaneously, which may consume all slots/cores on a given Worker.

if you set

"Instances" to 1

"Reservations" to "host.processors=1+"

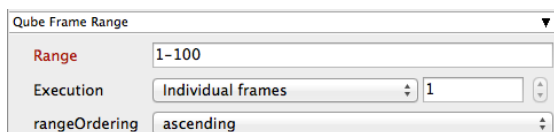
Qube will open 1 session of Maya on a Worker, consuming all slots/cores

("host.processors=1+" is used for all slots/cores).

Max Instances

If resources are available, Qube! will spawn more than 'Instances' copies of the application, but no more than 'Max Instances'. The default of -1 means there is no maximum. If this is set to 0, then it won't spawn more than 'Instances' copies.

More on [Instances & Reservations](#) & [SmartShare Studio Defaults](#)



✓ [Click here for details...](#)

Range

Frame range for the job (e.g 1-100, or 1-100x3, or 1,3,7,10)

Most jobs require a frame range to execute on the workers. You can set this range in a few different ways :

- "1-100" will just render the range between 1 and 100
- "1-100x3" will render the range 1 to 100, every third frame, so 1, 4, 7, etc.
- "1,3,7,10" will only render the selected frames 1,3,7,10

Execution

How to break up frame range to be executed. Use QB_START_FRAME, QB_END_FRAME and QB_FRAME_NUMBER

When submitting a job to the farm it may be more efficient to "chunk" your job. This means that when the job is sent to the worker it tells the worker to render N consecutive frames before requesting more work. You would do this to keep from reopening the scene file for each frame. Large scene files can take substantial time to open, which is wasteful across dozens or hundreds of frames.

The drop down options are below:

- "Individual frames" this tells the worker to render 1 frame at a time.
- "Chunks with n frames" this tells the worker to render consecutively the number of frames specified in the field.
- "Split into n partitions" this tells the worker to render consecutively the total frames in the range divided by the number in the field.

Examples:

- range 1-100 with "individual frames" set will render 1 frame at a time
- range 1-100 with "Chunks with n frames" and the field set to 5 will send 20 frames to each instance
- range 1-100 with "Split into n partitions" and the field set to 4 will send 25 frames to each instance

rangeOrdering

Order to render the items.

(Ascending=1,2,3,4,5...,Descending=10,9,8...,Binary=first,middle,last...)

You can set the order in which your frames are rendered. The drop down options are:

- "Ascending" - this will render the frames counting upwards from your start frame
- "Decending" - this will render the frames counting backwards from your end frame
- "Binary" - This will render the first, last, and middle frames of the range, then the middle frame of the first half and the middle frame of the second half, and so on. This is useful for sampling the frames in the sequence to make sure it is rendering correctly.

Preview Frames Submission ▼

Use Preview Frames ☐

Frame Numbers

Preview Priority

Preview Subjobs

▼ [Click here for details...](#)

Use Preview Frames

Enabling preview frames will create 2 jobs:

- A primary dependent job with a higher priority that will render the selected frames first
- A secondary job with lower priority that will render the remaining frames. This will return the selected frames faster so that you can check the accuracy of your renders.

Frame Numbers

Choose the frames that you wish to render first. If left blank the default is to render the first frame, the last frame and the middle frame in that order. You can select specific frames by adding comma separated frame numbers e.g 1,2,10,15,75, or a range with, e.g., 1-100x5 (1 to 100, every 5th frame)

Preview Priority

Choose the priority for the preview job. This can be set by the site admin.

Preview Subjobs

Choose the number of instances / subjobs for the preview frames. By default, this is equal to the number of preview frames - that is, it will try to do all the preview frames at the same time.

Note that when you submit a job with preview frames enabled, it will actually submit 2 jobs—one with the preview frames list at a higher priority, and another with the rest of the agenda, at the normal priority (as specified in the job's **Priority** field). You will get, consequently, 2 job IDs for the submission.

Render App Auto-threads & Uses the Entire Worker ▼

Usage Tip: You can either select "Render on all cores" here in this section, or set a specific number of threads for the process in the next section. Using this section causes the "Specific Number of Threads" section below to be ignored.

Render on all cores ☐ (Reserves the entire worker)

Min Free Slots

▼ [Click here for details...](#)

New in 6.4-4

For applications/renderers that do not support using all cores while rendering (or changing that behavior, eg AfterEffects or 3dsMax), this section is not visible.

Render on all Cores

Checking this box means that once this job is assigned to a machine, no more jobs or instances will be assigned to the same machine until this job is complete. You might choose this if you know your render job is very memory intensive and shouldn't run alongside other jobs.

Min Free Slots

This is the number of slots that must be available on a worker in order for the worker to accept the job. For example, if you choose '1', a worker with 7 out of 8 cores already in use will still accept this job. However, if you were to choose '2', the same machine under the same circumstances would not accept the job.



Preemption

This option does not preempt any previously running instances on the worker, it only prevents additional instances from being assigned to this worker.

Render App Uses a Specific Number of Threads

Usage Tip: You can either set a specific number of threads for the process here in this section, or use the section above to automatically use all cores on a worker. Using this section caused the "Auto-threading" section above to be ignored.

Slots = Threads ☐ (Reserve a worker slot for each thread)

Specific Thread Count

[Click here for details...](#)

New in 6.4-4

For applications/renderers that do not support setting a specific number of threads, this section is not visible.

Slots = Threads

If this box is checked, it tells Qube and the application (eg, Maya) to use the specific number of threads listed in the "Specific Thread Count" field. If this is not checked, then the "Specific Thread Count" value is passed only to the application, but Qube is unaware of the number of cores/slots it should reserve. In most cases, you will want to check this box, *unless* you have Designer licenses, in which case you would only set the numeric value.

Specific Thread Count

This tells the renderer to use a specific number of threads for rendering. The default is one thread, which for any modern renderer will underperform, and when combined with the slots=threads, will swamp most workers by running as many instances as there are slots (eg, a 24 core machine would run 24 instances of the application/renderer). A better value is 8 (assuming you have 8 cores, as most modern machines do) which means that each instance of the job will use 8 threads to render, and, when combined with slots=threads, will reserve 8 slots while doing so.



Designer License

Designer licenses are restricted to 1 slot, so if you are using a Qube Designer license, set the Specific Thread Count, but *do not* check the "Slots=Threads" option.

Maxwell Specific Parameters

Maxwell: Version and Location

maxwell path

[Click here for details...](#)

maxwell path

The explicit path to Maxwell v2 executable on the Workers.

Maxwell: Common Rendering Controls

Enable CoOp Renders ☐ - Use Maxwell's distributed rendering

Coop Total SL

Sampling Level

Render Time Limit

Resume Rendering ☐ - Use Maxwell's render checkpointing

[Click here for details...](#)

Enable CoOp Renders

Perform a cooperative render. Setting this to co-op will create a secondary MXIMerge job that combines the finished MXI's upon completion. Make sure you set the "Instances" parameter to more than 1, in the "Qube Job Basics" section above.

Coop Total SL

If CoOp rendering is selected above, this sets the sampling level for the final render, when the MXIs are all merged. Set to 0 to have all instances respect the value set in the "Sampling Level" box below.

Sampling Level

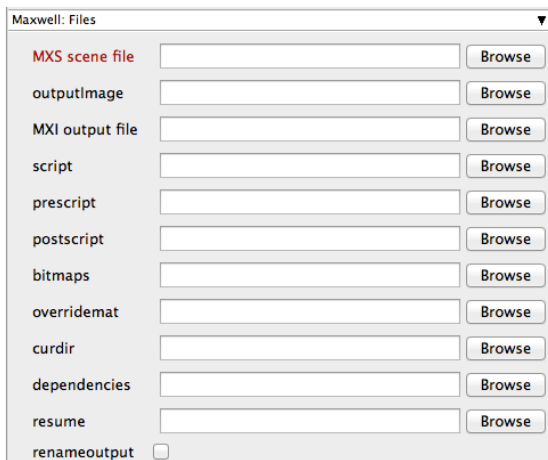
Override the render quality level set in the MXS.

Render Time Limit

Time (in minutes) that the renderer is allowed to run (per-frame), overrides the Time value saved in MXS.

Resume Rendering

Automatically resume the render if the MXI file exists.



The image shows a 'Maxwell: Files' dialog box with a list of fields for specifying file paths. Each field has a 'Browse' button next to it. The fields are: MXS scene file, outputImage, MXI output file, script, prescript, postscript, bitmaps, overridemat, curdir, dependencies, and resume. There is also a checkbox for 'renameoutput' at the bottom.

Field	Value	Action
MXS scene file		Browse
outputImage		Browse
MXI output file		Browse
script		Browse
prescript		Browse
postscript		Browse
bitmaps		Browse
overridemat		Browse
curdir		Browse
dependencies		Browse
resume		Browse
renameoutput	<input type="checkbox"/>	

Click [here for details...](#)

MXS scene file

The MXS scene to render. This is a required field for submission. Important: Make sure that the Workers have access to this file path.

outputImage

This will override the full path and name of the image file specified in the MXS scene. Important: Make sure that the Workers have access to this file path.

MXI output file

The MXI output file containing information about the rendering process. This allows for resuming a previously rendered image. If not specified, the MSI will use the same name and path as the MXS scene.

script

Names a script to load and run on the Worker(s).

prescript

Names a prescript to load and run on the Worker(s).

postscript

Names a postscript to load and run on the Worker(s).

bitmaps

Set an alternative folder path for the location of the bitmaps. If set to "0", it will discard all the bitmaps.

overridemat

Override all the materials in the scene using the materials found at the given path. Make sure that path is visible to all the Workers.

curdir

Set the current directory during the render. This is useful where relative paths are used to locate textures and other dependencies.

dependencies

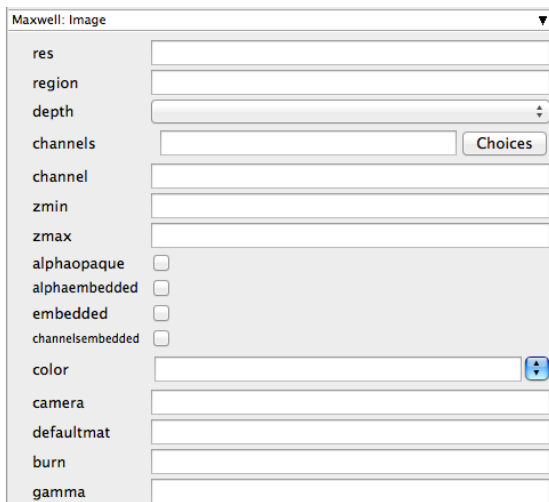
Set an alternative folder path for the dependencies location.

resume

This resumes a previously rendered image and update the MXI file.

renameoutput

When this flag is used, Maxwell Render does not write the MXI file directly to the given output path; instead, it will write to a temporary file and then rename/move the result to the final path.

A screenshot of the 'Maxwell: Image' render settings dialog box. It features a list of parameters on the left and their corresponding input fields on the right. The parameters are: 'res' (text field), 'region' (text field), 'depth' (dropdown menu), 'channels' (text field with a 'Choices' button), 'channel' (text field), 'zmin' (text field), 'zmax' (text field), 'alphaopaque' (checkbox), 'alphaembedded' (checkbox), 'embedded' (checkbox), 'channelseembedded' (checkbox), 'color' (text field with a color picker icon), 'camera' (text field), 'defaultmat' (text field), 'burn' (text field), and 'gamma' (text field). The dialog has a title bar 'Maxwell: Image' and a close button in the top right corner.

✓ [Click here for details...](#)

res

Overrides the scene resolution defined in the file. Format is WxH, e.g., 800x600

region

Describes a region type to render, along with its coordinates. The format is "type,x1,y,x2,y2" where "type" is one of "full", "region" or "blowup" and "x1,y1,x2,y2" are the coordinates of the rectangular region to render or enlarge.

depth

Overrides the image depth settings in the scene file.

channels

Overrides the channels that Maxwell will export, as defined in the scene file. Possible channels are r, a, ao, s, m, i, zmin, zmax.

channel

Overrides each exported channels export status and format. The format is [channel _name],[on|off],[depth(8,16,32)],[format]. All the parameters are optional except for the first one. Examples: [channel:alpha,on,32,tif...](#) [channel:material...](#) [channel:object ,off](#)

zmin

Overrides the zmin values of the zbuffer channel.

zmax

Overrides the zmax values of the zbuffer channel.

alphaopaque

Enable opaque mode in the alpha channel.

alphaembedded

Enables embedded alpha.

embedded

Embeds the selected channel when the output format allows it.

channelseembedded

Enable/disable embedding all the channels as images layers if the format supports it.

color

Overrides the color space setting in the scene file.

camera

Specifies a camera to render. If not specified, will default to the active camera.

defaultmat

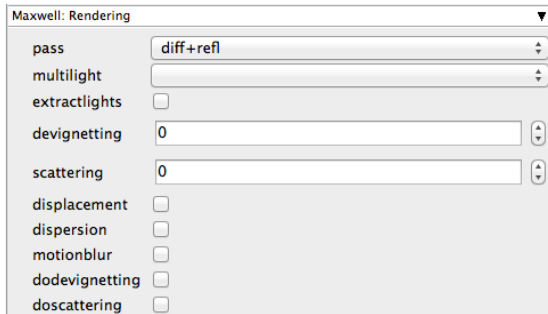
Overrides the path to the default materials.

burn

Overrides the burn value set in the scene file.

gamma

Overrides the gamma value set in the scene file.

**pass**

Overrides the render pass that is set in the scene file.

multilight

Enables the multi-light function for storing an MSI file with separate information about the emitters.

extractlights

If this is enabled, each light will be saved in a separate file.

devignetting

Overrides the scene file's setting (or default) for the devignetting value.

scattering

Overrides the scene file's setting (or default) for the scattering value.

displacement

Enables the displacement calculations for the whole scene. Not necessary if not already set in the scene file.

dispersion

Enables the dispersion calculations for the whole scene. Not necessary if not already set in the scene file.

motionblur

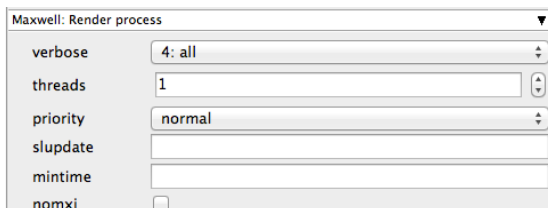
Enables motion blur calculations for the whole scene. Not necessary if not already enabled in the scene file.

dodevignetting

Enables devignetting for the whole scene. Not necessary if not already enabled in the scene file.

doscattering

Enables lens scattering. Not necessary if not already enabled in the scene file.

**verbose**

Verbosity level. Choose the level of detail you would like the logs to provide.

threads

The number of threads to render with (0 means use the maximum available).

priority

The Maxwell Renderer process priority.

slupdate

The number of seconds between sampling refreshes. If not set, the engine will choose an interval automatically.

mintime

Set the time to impose a minimum time for saving MXI files to disk. This is the equivalent of the preference "Min.Time"

nomxi

Force Maxwell Render to save only the output image, and not the MXI file.

Maxwell: Internal (readonly) ▼

Internal(Range)

Click here for details...

Internal(Range)

Sequence of frames to render, overriding the scene settings. The format is comma-separated frames and frame ranges. For example, 12,21-30,99-102 would render frame 12, frames 21-30, and frames 99-102.

Qube SimpleCmd and Shell Parameters ▼

Cmd Template

```
"%(exe)s" -hide -nowait -node
```

Shell (Linux/OSX)

▲ ▼

Qube SimpleCmd and Shell Parameters ▼

Cmd Template

```
%(executable)s -project "%(Project_path)s" -s  
QB_FRAME_START -e QB_FRAME_END -i  
QB_FRAME_STEP
```

Shell (Linux/OSX)

▲ ▼

Click here for details...

Cmd Template

This is used to create the command string for launching the job on the worker. It will be set differently depending on the application you are launching from.

Shell (Linux/OSX)

Explicitly specify the Linux/OS X shell to use when executing the command (defaults to /bin/sh).

Qube Job Tags ▼

Job Show	<input type="text"/>	▲ ▼
Job Shot	<input type="text"/>	▲ ▼
Job Seq	<input type="text"/>	▲ ▼
Job Client	<input type="text"/>	▲ ▼
Job Dept	<input type="text"/>	▲ ▼
Job Custom1	<input type="text"/>	▲ ▼
Job Custom2	<input type="text"/>	▲ ▼
Job Custom3	<input type="text"/>	▲ ▼
Job Custom4	<input type="text"/>	▲ ▼
Job Custom5	<input type="text"/>	▲ ▼

Click here for details...

Qube Job Tags

New in Qube 6.5

Note: The Job Tags section of the submission UI will not be visible unless they are turned on in the Preferences in the Wrangler View UI. Job Tags are explained in detail on the Job Tags page.

Qube Worker Selection ▼		
Hosts	<input type="text"/>	<input type="button" value="Browse"/>
Groups	<input type="text"/>	<input type="button" value="Browse"/>
Omit Hosts	<input type="text"/>	<input type="button" value="Browse"/>
Omit Groups	<input type="text"/>	<input type="button" value="Browse"/>
Priority Cluster	<input type="text"/>	<input type="button" value="Browse"/>
Host Order	+ host.processors.avail	<input type="button" value="Browse"/>
Requirements	<input type="text"/>	<input type="button" value="Browse"/>
Reservations	<input type="text"/>	<input type="button" value="Browse"/>
Restrictions	<input type="text"/>	<input type="button" value="Browse"/>

▼ [Click here for details...](#)

Hosts

Explicit list of Worker hostnames that will be allowed to run the job (comma-separated).

Groups

Explicit list of Worker groups that will be allowed to run the job (comma-separated). Groups identify machines through some attribute they have, eg, a GPU, an amount of memory, a license to run a particular application, etc. Jobs cannot migrate from one group to another. See [worker_groups](#).

Omit Hosts

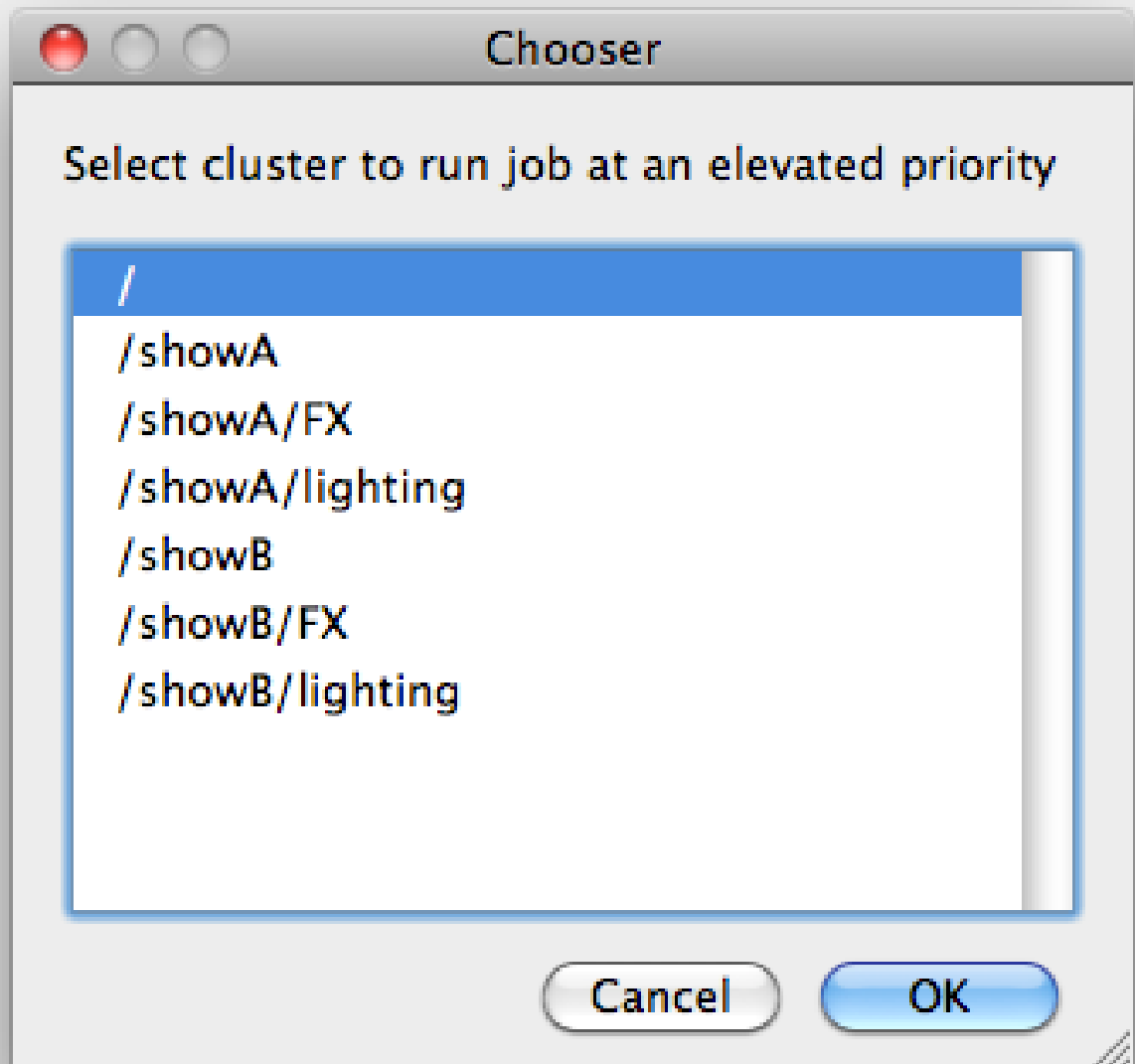
Explicit list of Worker hostnames that are **not** allowed run the job (comma-separated).

Omit Groups

Explicit list of Worker groups that are **not** allowed to run the job (comma-separated).

Priority Cluster

Clusters are non-overlapping sets of machines. Your job will run at the given priority in the given cluster. If that cluster is full, the job can run in a different cluster, but at lower priority. [Clustering](#)



Example:

- A job submitted to /showB/lighting will run with its given priority in /showB/lighting cluster.
- If /showB/lighting is full, that job can run in /showB/FX, but at a lower priority.
- If both /showB/lighting and /showB/FX are full, the job can run in /showA/* at an even lower priority.

Host Order

Order to select Workers for running the job (comma-separated) [+ means ascending, - means descending].

Host Order is a way of telling the job how to select/order workers

- "+host.processors.avail" means prefer workers which have more slots available
- "+host.memory.avail" means prefer workers which have more memory available
- "+host.memory.total" means prefer workers which have more total memory
- "+host.processor_speed" means prefer workers with higher cpu speeds
- "+host.cpus" means prefer workers with higher total cpu slots

Requirements

Worker properties needed to be met for job to run on that Worker (comma-separated, expression-based). Click 'Browse' to choose from a list of Host Order Options.

Requirements is a way to tell the workers that this job needs specific properties to be present in order to run. The drop-down menu allows a choice of OS:

- "winnt" will fill the field with "host.os=winnt" which means only run on Windows based workers
- "linux" will fill the field with "host.os=linux" which means only run on Linux based workers
- "osx" will fill the field with "host.os=osx" which means only run on OSX based workers

You can also add any other Worker properties via plain text. Some examples:

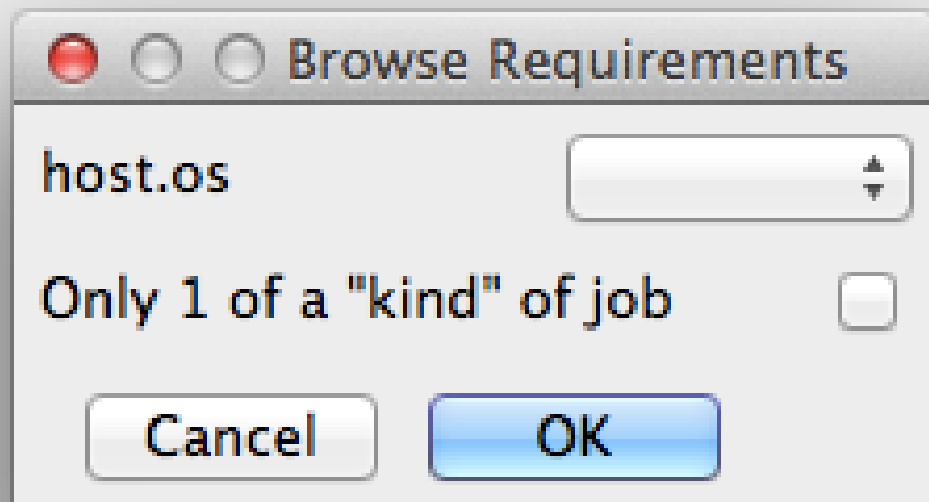
- "host.processors.avail.=4" means only run this job on workers that have 4 or more slots available
- "host.processors.used=0" means only run this job on workers with 0 slots in use
- "host.memory.avail=400" means only run this job on workers that have 400 memory available

With integer values, you can use any numerical relationships, e.g. =, <, >, <=, >=. This won't work for string values or floating point values. Multiple requirements can also be combined with AND and OR (the symbols && and || will also work).

The 'Only 1 of a "kind" of job' checkbox will restrict a Worker to running only one instance with a matching "kind" field (see below). The prime example is After Effects, which will only allow a single instance of AE on a machine. Using this checkbox and the "Kind" field, you can restrict a Worker to only one running copy of After Effects, while still leaving the Worker's other slots available for other "kinds" of jobs.

Reservations

Worker resources to reserve when running job (comma-separated, expression-based).



Browse Reservations

host.memory	0	↑ ↓	Mb
host.processors	1	↑ ↓	<input type="checkbox"/> All
global.vray	0	↑ ↓	
global_host.nuke	0	↑ ↓	
license.prman	0	↑ ↓	

OK Clear Cancel

Reservations is a way to tell the workers that this job will reserve the specific resources for this job.

Menu items:

- "host.processors" this will fill the field with "host.processors=X" which means reserve X slots on the worker while running this job
- "host.memory" this will fill the field with "host.memory=X" which means only reserve X memory on the worker while running this job

Other options:

- "host.license.nuke=1" when a [Global Resources](#) entry has been made you can reserve any arbitrary named item. **New in 6.6:** Once you global resource, it will show up in this menu (eg global.vray above).
- See also [Job Reservations](#)

Restrictions

Restrict job to run only on specified clusters ("||"-separated) [+]

means all below, * means at that level]. Click 'Browse' to choose from a list of Restrictions Options.

Restrictions is a way to tell the workers that this job can only run on specific clusters. You can choose more than one cluster in the list.

Examples:

- Choosing /showA would restrict the job to machines that are only in the /showA cluster, and no other cluster, not even those below /showA.
- Choosing /showA/* would restrict the job to the cluster(s) *below* /showA, but *not including* /showA
- Choosing /showA/+ would restrict the job to /showA and all the clusters below it.

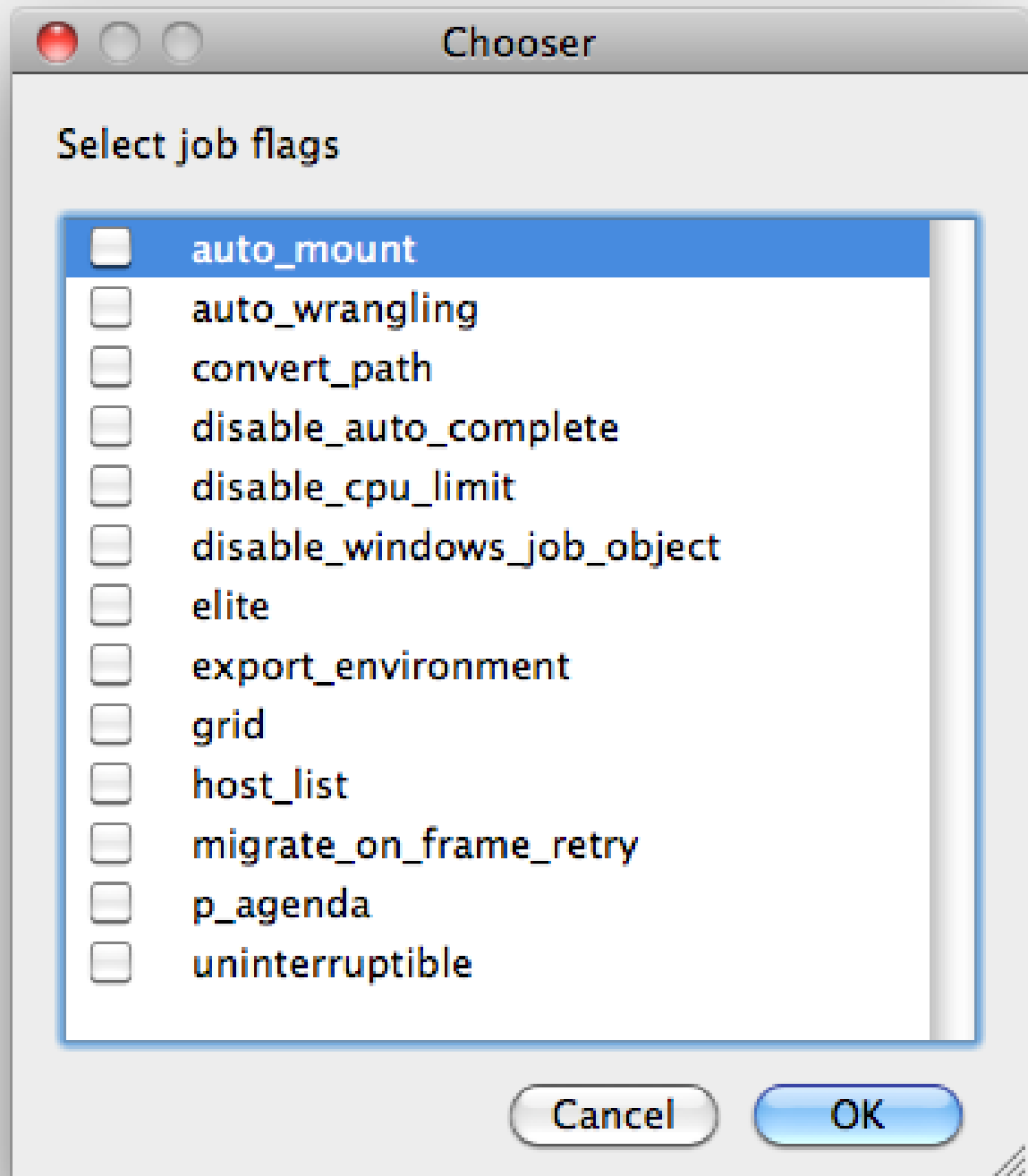
See Also

- [Controlling Host Selection](#)
- [How to use qbrwk.conf](#)
- [worker_groups](#)
- [worker_cluster](#)
- [How to use clustering for workers](#)

[Click here for details...](#)

Flags

List of submission flag strings (comma separated). Click 'Browse' to choose required job flags.

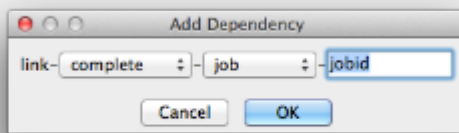


See [this page](#) for a full explanation of flag meanings

Dependency

Wait for specified jobs to complete before starting this job

(comma-separated). Click 'Add' to create dependent jobs.



You can link jobs to each other in several ways:

- "complete" means only start this job after designated job completes
- "failed" means only start this job if the designated job fails
- "killed" means only start this job if the designated job has been killed
- "done" means start this job if the designated job is killed/failed/complete

The second menu chooses between "job" (the entire set of frames) and "work" (typically a frame). So to link frame 1 of one job to frame 1 of a second, job, you would choose "work" in this menu. If you want to wait for all the frames of one job to complete before starting a second, then choose "job". The other option, "subjob", refers to the instance of a job. This is much less common, but means that, for example, the instance of Maya that was running frames has completed.

For a complete description on how to define complex dependencies between jobs or frames, please refer to the [Callbacks](#) section of the Developers Guide.

Email (job complete)

Send email on job completion (success or failure). Sends mail to the designated user.

Email (failed frames)

Sends mail to the designated user if frames fail.

Blocked

Set initial state of job to "blocked".

Stderr->Stdout

Redirect and consolidate the job stderr stream to the stdout stream. Enable this if you would like to combine your logs into one stream.

Job Label

Optional label to identify the job. Must be unique within a Job Process Group. This is most useful for submitting sets of dependent jobs, where you don't know in advance the job IDs to depend on, but you do know the labels.

Job Kind

Arbitrary typing information that can be used to identify the job. It is commonly used to make sure only one of this "kind" of job runs on a worker at the same time by setting the job's requirements to

include "not (job.kind in host.duty.kind)". See [How to restrict a host to only one instance of a given kind of job, but still allow other jobs](#)

Process Group

Job Process Group for logically organizing dependent jobs. Defaults to the jobid. Combination of "label" and "Process Group" must be unique for a job. See [Process group labels](#)

Retry Frame/Instance

Number of times to retry a failed frame/job instance. The default value of -1 means don't retry.

Retry Work Delay

Number of seconds between retries.

Subjob Timeout

Kill the subjob process if running for the specified time (in seconds). Value of -1 means disabled. Use this if the acceptable instance/subjob spawn time is known.

Frame Timeout

Kill the agenda/frame if running for the specified time (in seconds). Value of -1 means disabled. Use this if you know how long frames should take, so that you can automatically kill those running long.

The screenshot shows a window titled "Qube Job Environment". It contains three main sections: "Cwd" with a text input field, "Environment Variables" with a table, and "Impersonate User" with a text input field. The table has two columns, "Key" and "Value", and several empty rows. A scrollbar is visible on the right side of the table.

Key	Value

✓ [Click here for details...](#)

Cwd

Current Working Directory to use when running the job.

Environment Variables

Environment variables override when running a job. You can specify key/value pairs of environment variables

This is useful when you might need different settings for your render applications based on different departments or projects.

Impersonate User

You can specify which user you would like to submit the job as.

The default is the current user. The format is simply <username>. This is useful for troubleshooting a job that may fail if sent from a specific user.

Example:

Setting "josh" would attempt to submit the job as the user "josh" regardless of your current user ID.

Note: In order to do this, the submitting user must have "impersonate user" permissions.

Key	Value

Key	Value

Key	Value

[Click here for details...](#)

Windows-only Environment Variables

Used to provide OS specific environment variables for Windows. Enter variables and values to override when running jobs.

Linux-only Environment Variables

Used to provide OS specific environment variables for Linux. Enter variables and values to override when running jobs.

Darwin-only Environment Variables

Used to provide OS specific environment variables for OS X. Enter variables and values to override when running jobs.

Min File Size: 0

regex_highlights: SL of.*\$, Time left:.*, Using .* threads, Target SL lower than current SL. Bender finished

regex_errors:

regex_outputPaths: \\[INFO\\] Image output: (.*), \\[INFO\\] MXI output: (.*)

regex_progress:

regex_maxLines: 20

[Click here for details...](#)

Min File Size

Used to test the created output file to ensure that it is at least the minimum size specified. Put in the minimum size for output files, in bytes. A zero (0) disables the test.

regex_highlights

Used to add highlights into logs. Enter a regular expression that, if matched, will be highlighted in the information messages from stdout/stderr.

regex_errors

Used to catch errors that show up in stdout/stderr. For example, if you list "error:

2145" here and this string is present in the logs, the job will be marked as failed. This field comes pre-populated with expressions based on the application you are submitting from. You can add more to the list, one entry per line.

regex_outputPaths

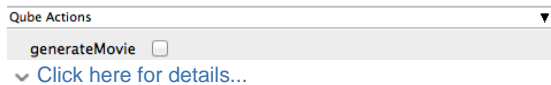
Regular expression for identifying outputPaths of images from stdout/stderr. This is useful for returning information to the Qube GUI so that the "Browse Output" right-mouse menu works.

regex_progress

Regular expression for identifying in-frame/chunk progress from stdout/stderr. Used to identify strings for relaying the progress of frames.

regex_maxlines

Maximum number of lines to store for regex matched patterns for stdout/stderr. Used to truncate the size of log files.



Qube Actions ▼

generateMovie ☐

▼ [Click here for details...](#)

GenerateMovie

Select this option to create a secondary job that will wait for the render to complete then combine the output files into a movie.

Note: For this to work correctly the "Qube (ImagesToMovie) Job..." has to be setup to use your studios transcoding application.



Qube Notes ▼

Account

Notes

▼ [Click here for details...](#)

Account

Arbitrary accounting or project data (user-specified). This can be used for creating tags for your job.

You can add entries by typing in the drop-down window or select already created accounts from the drop-down.

See also [Qube! Job Tags](#)

Notes

Freeform text for making notes on this job. Add text about the job for future reference. Viewable in the Qube UI.