

How to add a Qube! button to your maya shelf

Maya Shelf Qube! submit button:

This tech tip takes you through the steps to create a Qube! Submit button in your “Render” shelf in Maya

1. Select the “render” shelf
 - a. Right Click and select “Shelf Editor...”
2. Create a new button
 - a. Rename the button Qube!
 - b. Move the button down to where suitable
 - c. Select Command in the tabs and enter below
 - i. OS X:

```
system("""`qube_get_qubeguiPath`+"/Contents/MacOS/qube --submitDict \"{'name':'maya
render "+`file -q -sn -shn`+", 'prototype':'maya', 'package':{'sceneFile':'"+`file -q
-sn`+", 'project':'"+`workspace -q -rd`+", 'range':'"+`getAttr
defaultRenderGlobals.startFrame`+"-"+`getAttr defaultRenderGlobals.endFrame`+",
'cameras_all':""+stringArrayToString(`listCameras -p -o`, " ")+"",
'renderers_all':""+stringArrayToString(`renderer -q -ava`, " ")+"",
'layers_all':""+stringArrayToString(`ls -type renderLayer`, " ")+"''}}\" >/dev/null 2>&1
&");
```
 - ii. Windows and Linux:

```
system("""`qube_get_qubeguiPath`+" --submitDict \"{'name':'maya render "+`file -q -sn
-shn`+", 'prototype':'maya', 'package':{'sceneFile':'"+`file -q -sn`+",
'project':'"+`workspace -q -rd`+", 'range':'"+`getAttr
defaultRenderGlobals.startFrame`+"-"+`getAttr defaultRenderGlobals.endFrame`+",
'cameras_all':""+stringArrayToString(`listCameras -p -o`, " ")+"",
'renderers_all':""+stringArrayToString(`renderer -q -ava`, " ")+"",
'layers_all':""+stringArrayToString(`ls -type renderLayer`, " ")+"''}}\" >/dev/null 2>&1
&");
```
3. Select icon location
 - a. Windows:
c:\program files\pfx\qube\api\python\qb\gui\AppData\Cinema4D\Qube_Submit\Qube_Submit_WIN.tif
 - b. OS X:
/Applications/pfx/qube/api/python/qb/gui/AppUI/Cinema4D/Qube_Submit/Qube_Submit_WIN.tif
 - c. Linux:
/usr/local/pfx/qube/api/python/qb/gui/AppUI/Cinema4D/Qube_Submit/Qube_Submit_WIN.tif
4. You will see a Qube! button now in your render shelf