

Building job types

A Qube Job Type is a simple framework for constructing all the code necessary for submission and execution of a job.

A Job Type is a framework collection of files that are used to describe the properties of a job. In order to keep things in the same place, the Job Type is always located in a directory named after the Job Type.

For example, the Maya Job Type is located under the directory named maya.

Within the directory, the Job Type contains a file called: job.conf

- Execution back end
- Job type configuration
- Submission front end