

__SimpleCMD__PreFlightChecks

FlightCheck scripts	
Job Pre-flight	<input type="text"/> <input type="button" value="Browse"/>
Job Post-flight	<input type="text"/> <input type="button" value="Browse"/>
Work Pre-flight	<input type="text"/> <input type="button" value="Browse"/>
Work Post-flight	<input type="text"/> <input type="button" value="Browse"/>

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Job Pre-flight

Some executable (e.g. a script) that will run *on the Worker* before the job runs. If the pre-flight fails, the job will not run on this Worker, but will be moved to another. Useful for setting up environments, copying required images, checking the existence of fonts on the Worker, etc.

Job Post-flight

An executable that will run *on the Worker* after the job has finished on that Worker. If this fails, the instance is failed.

Work Pre-flight

Some executable (e.g. a script) that will run *on the Worker* before the frame/work runs. If this fails, the frame/work will be marked as failed and rendering will be skipped. If there are retries configured, the frame/work will be treated according to those settings.

Work Post-flight

An executable that will run *on the Worker* after the frame/work runs. If this fails, the frame/work will be marked as failed, even if the render, itself, was succesful. If there are retries configured, the frame/work will be treated according to those settings.