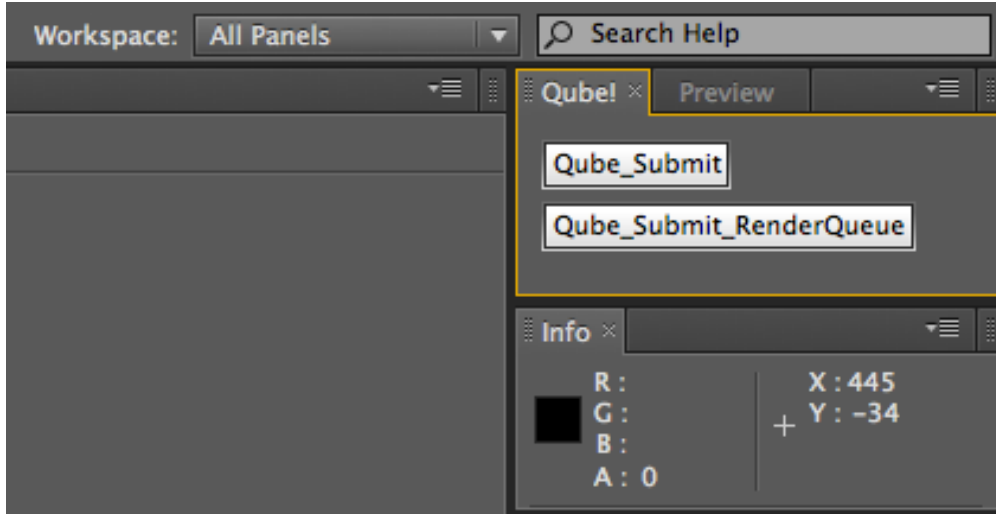



How to add a Qube! Button to After Effects

In addition to the "File > Scripts > Qube! submit" method you can now have a dock-able submit button as seen below




To install simply put the Qube!.jsx file in the **\Scripts\ScriptUI Panels** folder in your After Effects application directory.

You can then toggle the panel from Window > Qube! in After Effects.

 this script is for After Effect CS4 onwards

File

Modified ▲

>  Qube!.jsx

Oct 15, 2014 by John Burk

qube.jsx

```
{
  function BuildAndShowUI(thisObj)
  {
    // Create and show a floating palette.
    var my_palette = (thisObj instanceof Panel) ? thisObj : new Window("palette",
    "", undefined, {resizeable:true});
    if (my_palette != null)
    {
      var folderLocIcon = new Folder((new File($.fileName)).path)
      var QubeIcon= new Folder(folderLocIcon.parent)
      var QubeIconLoc = new File(QubeIcon.fsName + "/Qube.png")
      var res =
        "group { \
          orientation:'column', alignment:['fill','top'],
alignChildren:['left','top'], spacing:5, margins:[0,0,0,0], \
          button1: Button { text:'Qube_Submit', maximumSize:[170,40],
alignment:['left','top'] }, \
          button2: Button { text:'Qube_Submit_RenderQueue',
maximumSize:[170,40], alignment:['left','top'] }, \
          optsRow: Group { \
            orientation:'row',\
```

```

        }, \
    }";

    my_palette.margins = [10,10,10,10];
    my_palette.grp = my_palette.add(res);
    my_palette.layout.layout(true);
    my_palette.layout.resize();
    my_palette.onResizing = my_palette.onResize = function ()
{this.layout.resize();}

    my_palette.grp.button1.onClick = script1fn;
    my_palette.grp.button2.onClick = script2fn;
}
return my_palette;
}
function script1fn()
{
    var folderLoc1 = new Folder((new File($.fileName)).path)
    var QubeScript1 = new Folder(folderLoc1.parent)
    var scriptFile = new File(QubeScript1.fsName + "/Qube_Submit_aerender.jsx");
    if (scriptFile.exists)
    {
        scriptFile.open("r");
        var scriptContent = scriptFile.read();
        scriptFile.close();
        eval(scriptContent);
    }
    else
        alert("Qube Render Script not found please check for
/Scripts/Qube_Submit_aerenderRender.jsx");
}
function script2fn()
{
    var folderLoc2 = new Folder((new File($.fileName)).path)
    var QubeScript2 = new Folder(folderLoc2.parent)
    var scriptFile2 = new File(QubeScript2.fsName +
"/Qube_Submit_aerender_RenderQueue.jsx");
    if (scriptFile2.exists)
    {
        scriptFile2.open("r");
        var scriptContent2 = scriptFile2.read();
        scriptFile2.close();
        eval(scriptContent2);
    }
    else
        alert("Qube Render Script not found please check for
/Scripts/Qube_Submit_aerender_RenderQueue.jsx");
}
// The Main Script
var my_palette = BuildAndShowUI(this);
if (my_palette != null) {
    if (my_palette instanceof Window) {
        my_palette.center();
        my_palette.show();
    } else {
        my_palette.layout.layout(true);
    }
} else {
    alert("Could not open the user interface.", scriptName);
}

```