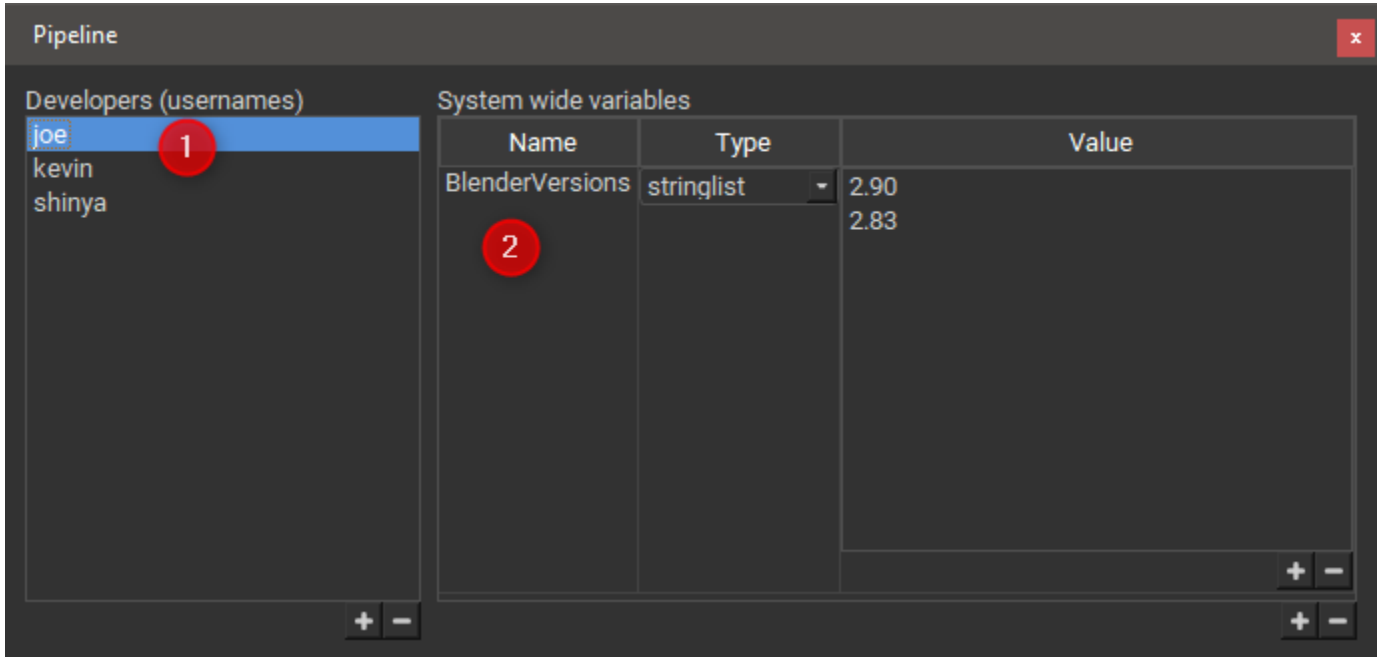


Pipeline Panel

The Qube! UI Pipeline Panel

If you are a Qube! administrator you will have access to the Pipeline panel in the View->panels menu, the Pipeline panel allows you to do two things.

1. Define pipeline developers. A pipeline developer has additional rights in the Qube! UI, for example they can edit panel plugins.
2. Define pipeline (system-wide) variables. A system-wide variable can be used (read-only) in plugins and inside the [Console Panel](#). The example below shows a string list variable 'BlenderVersions', this can be used, for example, by a Blender submission script to give the user a choice of which Blender version to use for the render. When you install a new version of Blender, instead of modifying the submission plugin just add the new version number to the variable, if you uninstall a version on your workers just remove it here. See [Panel Plugins](#) for a more interesting use of the 'BlenderVersions' variable.



The screenshot shows the 'Pipeline' panel with two main sections: 'Developers (usernames)' and 'System wide variables'.

Developers (usernames): A list of usernames: 'joe', 'kevin', and 'shinya'. The 'joe' entry is highlighted with a blue background and a red circle with the number '1' next to it. At the bottom right of this list are '+' and '-' buttons.

System wide variables: A table with three columns: 'Name', 'Type', and 'Value'. The first row shows 'BlenderVersions' as the name, 'stringlist' as the type (with a dropdown arrow), and '2.90' and '2.83' as values. A red circle with the number '2' is next to the 'BlenderVersions' entry. At the bottom right of the table are '+' and '-' buttons.

| Name | Type | Value |
|-----------------|------------|--------------|
| BlenderVersions | stringlist | 2.90 2.83 |