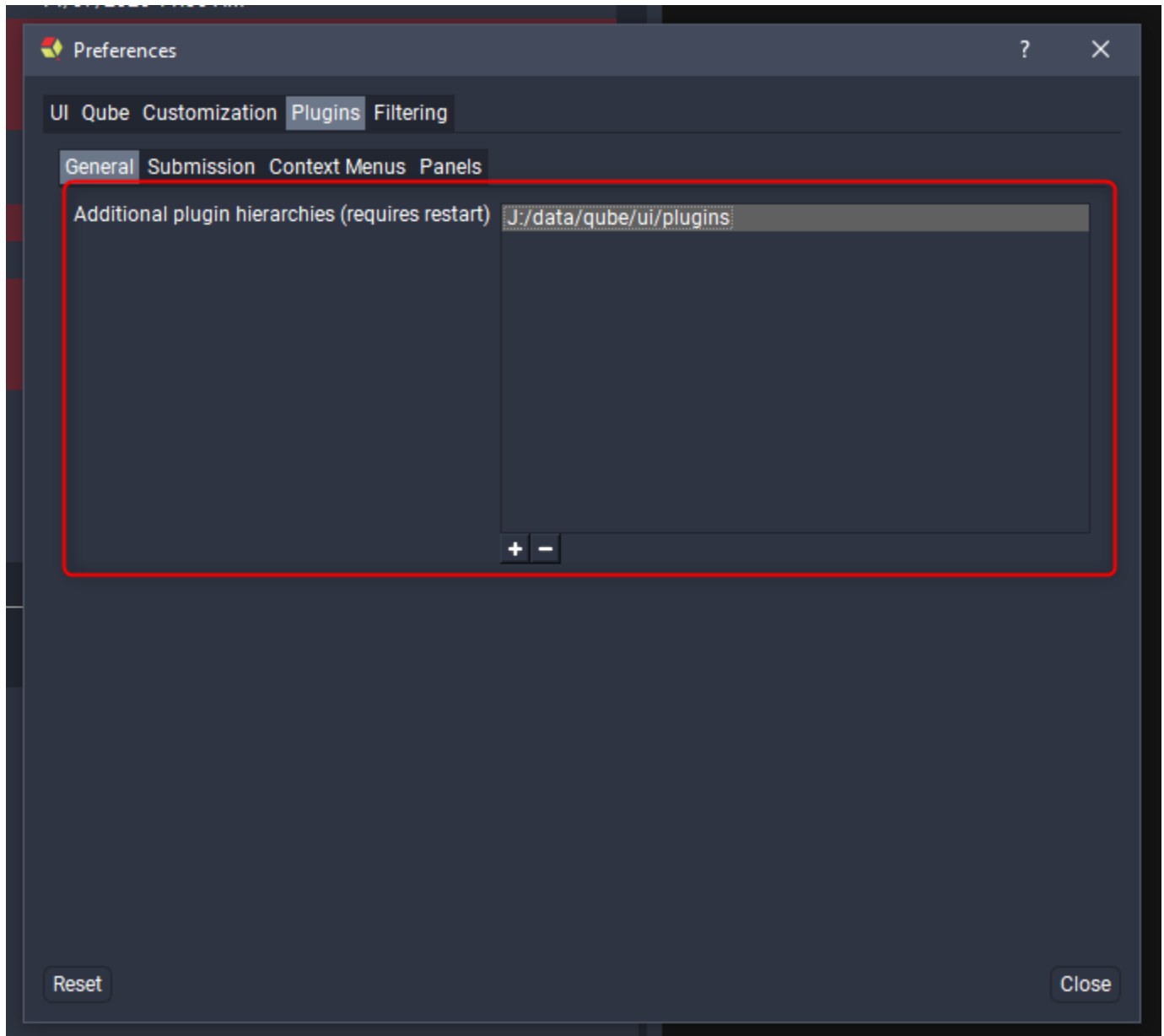


Customizing the Qube UI

The Qube UI plugin system uses the [Python 3](#) language to define new menus, panels, and submission interfaces. Custom themes are written in a modified [QSS](#) format. Internally, the Qube! UI uses [PythonQt](#) to interface with Python 3, this is exposed to the Python 3 based plugins, the entire suite of [Qt](#) is available.

Plugin files are generally found inside the Qube! UI application directory but you can also add your own paths in the UI preferences.



Beneath each plugin directory there is a hierarchy of folders that define the plugin type and menu structure (where applicable). For example the following directory structure:

```
plugins/menus/frameList/frameDelete.py      # Creates a menu item in the frames
list for the delete frame plugin
plugins/menus/jobList/Pipeline/jobPublish.py # Creates a sub menu named Pipeline in
the job list and a menu item for the job publish plugin
plugins/panels/jobPropertiesPanel.py          # Creates a panel plugin menu item in
the View->Panels menu
plugins/submission/2D/aftereffects_cmdline.py # Creates a sub menu named 2D in the
submission menu and a menu item for the AfterEffects plugin
plugins/themes/Blue.qss                      # Adds a "Blue" theme to the
View->Themes menu
```

Supported Plugin Types

- [Submission Interface Plugins](#)