

# SimpleCMD\_RenderAppUses

Render App Uses a Specific Number of Threads

Usage Tip: You can either set a specific number of threads for the process here in this section, or use the section above to automatically use all cores on a worker. Using this section caused the "Auto-threading" section above to be ignored.

Slots = Threads  (Reserve a worker slot for each thread)

Specific Thread Count

[Click here for details...](#)

## New in 6.4-4

For applications/renderers that do not support setting a specific number of threads, this section is not visible.

### Slots = Threads

If this box is checked, it tells Qube and the application (eg, Maya) to use the specific number of threads listed in the "Specific Thread Count" field. If this is not checked, then the "Specific Thread Count" value is passed only to the application, but Qube is unaware of the number of cores/slots it should reserve. In most cases, you will want to check this box, *unless* you have Designer licenses, in which case you would only set the numeric value.

### Specific Thread Count

This tells the renderer to use a specific number of threads for rendering. The default is one thread, which for any modern renderer will underperform, and when combined with the slots=threads, will swamp most workers by running as many instances as there are slots (eg, a 24 core machine would run 24 instances of the application/renderer). A better value is 8 (assuming you have 8 cores, as most modern machines do) which means that each instance of the job will use 8 threads to render, and, when combined with slots=threads, will reserve 8 slots while doing so.



### Designer License

Designer licenses are restricted to 1 slot, so if you are using a Qube Designer license, set the Specific Thread Count, but *do not* check the "Slots=Threads" option.