

_jobFlags

Flag	Value	Description
auto_mount	8	Require automatic drive mounts on worker.
auto_wrangling	16384	Enable auto-wrangling for this job.
convert_path	131072	Automatically convert paths on worker at runtime.
disable_auto_complete	8192	Normally instances are automatically completed by the system when a job runs out of available agenda items. Setting this flag disables that.
disable_cpu_limit	4096	Normally, if a job is submitted with the number of instances greater than there are agenda items, Qube! automatically shrinks the number of instances to be equal to the number of agenda items. Setting this flag disables that.
disable_windows_job_object	2048	(Deprecated in Qube6.5) Disable Windows' process management mechanism (called the "Job Object") that Qube! normally uses to manage job processes. Some applications already use it internally, and job objects don't nest well within other job objects, causing jobs to crash unexpectedly.
elite	512	Submit job as an elite job, which will be started immediately regardless of how busy the farm is. Elite jobs are also protected from preemption. Must be admin.
export_environment	16	Use environment variables set in the submission environment, when running the job on the workers.
expand	32	(Deprecated in Qube6.5) Automatically expand job to use as many instances as there are agenda items (limited by the total job slots in the farm).
grid	4	Wait for all instances to start before beginning work (useful for implementation of parallel jobs, such as satellite renders).
host_list	256	Run job on all candidate hosts, as filtered by other options (such as "hosts" or "groups").
mail	1024	Send e-mail when job is done.
migrate_on_frame_retry	65536	When an agenda item (frame) fails but is retried automatically because the retrywork option is set, setting this flag causes the instances to be migrated to another worker host, preventing the frame from running on the same host.
no_defaults	524288	Prevent supervisor from applying supervisor_job_flags
p_agenda	32768	Enable p-agenda for this job, so that some frames are processed at a higher priority.
uninterruptible	1	Prevent job from being preempted.