# RenderQuality Keyword

To enter the RenderQuality keyword in the command line, use one of the options:

- Type **RenderQuality**
- Or type the shortcut **Ren**

## Description

The RenderQuality keyword is an object keyword that is used to address the objects within the render qualities pool.

> **Hint:**
> The first eight render quality objects are locked by default.

## Syntax

**[Function] RenderQaulity ["RenderQuality_Name" or RenderQuality_Number]**

## Examples

- To list all render qualities, type:

  **MA** User name[Fixture]> List RenderQuality

- To label the RenderQuality 9 "Fabulous", type:

  **MA** User name[Fixture]> Label RenderQuality 9 "Fabulous"