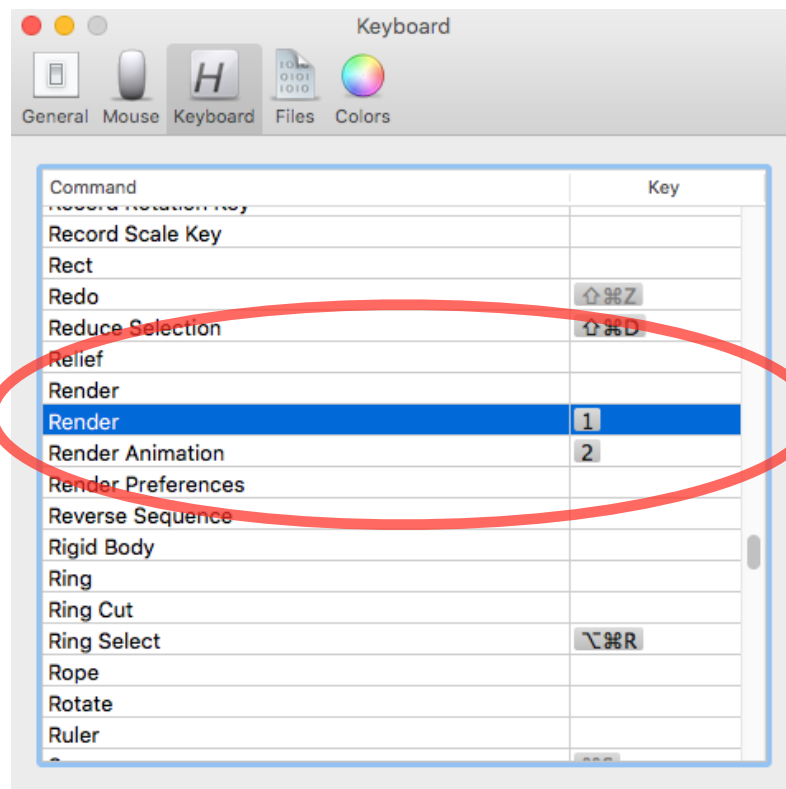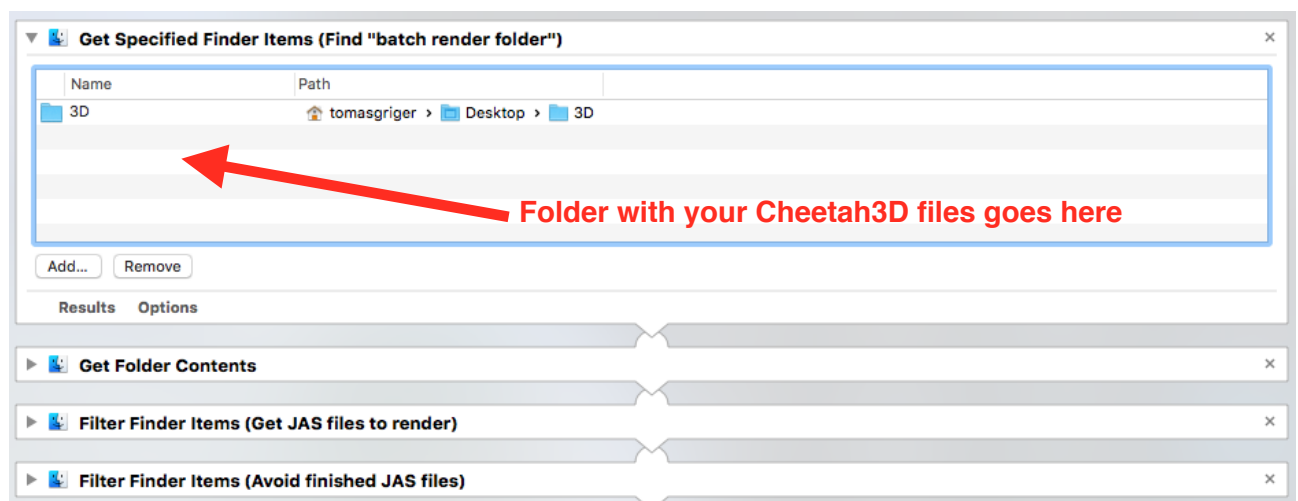1) Assign a keyboard shortcut to start rendering in Cheetah3D. This workflow is set to hit key "1" to start rendering. Go to Cheetah3D/Preferences/Keyboard and assign "1" to Render command
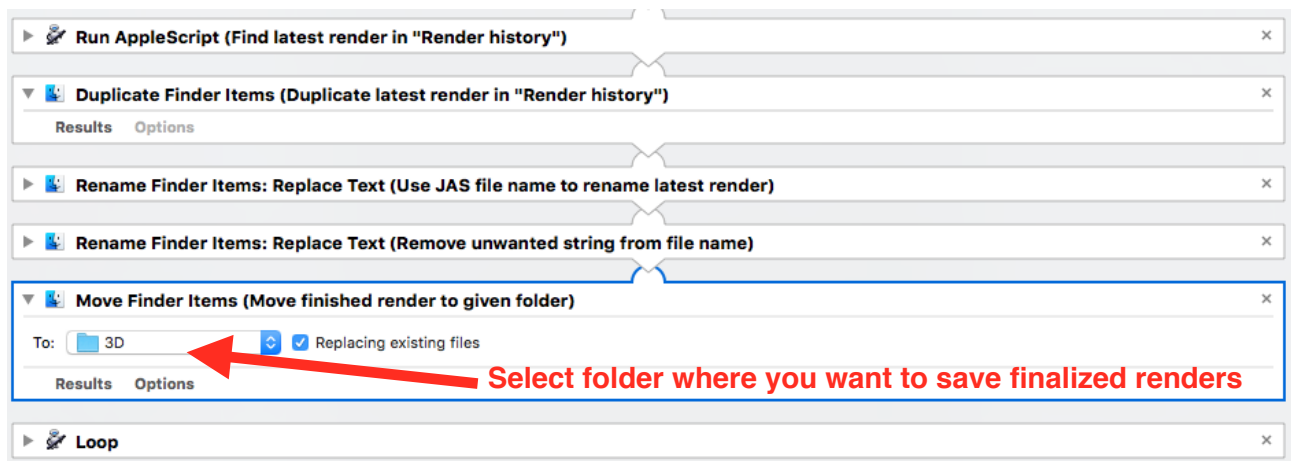

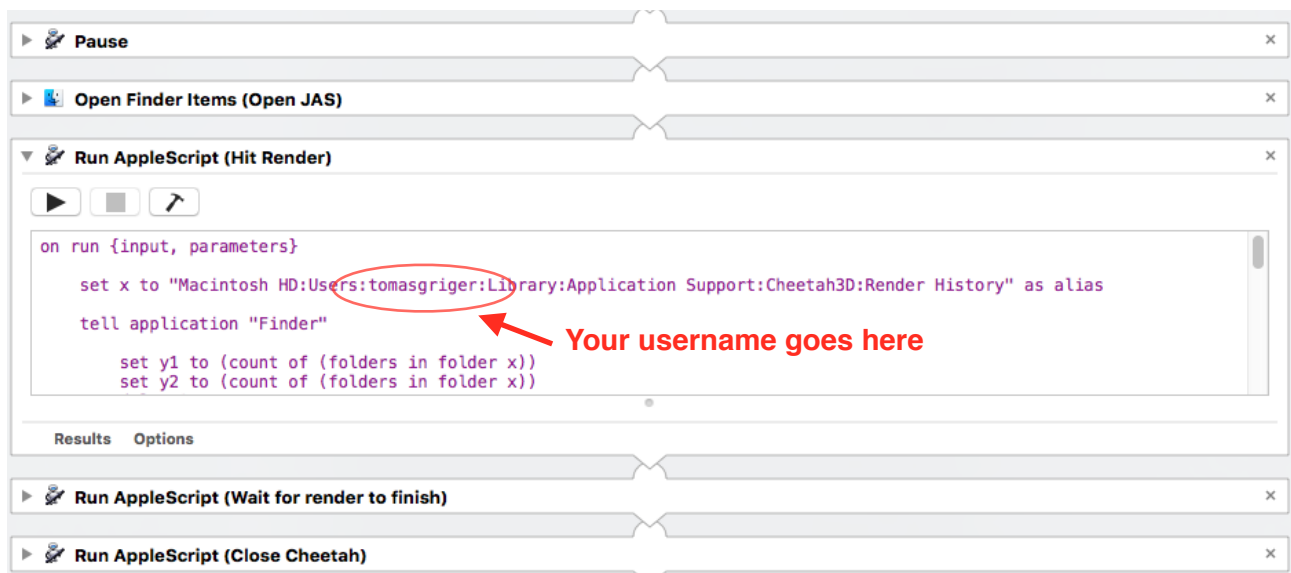*If you sort commands alphabetically, the second "Render" command is the correct one.*

2) Open the workflow file and do the following changes:

2.1) Add the folder containing the Cheetah3D files which you want to render in the first action step of the workflow as per screenshot:
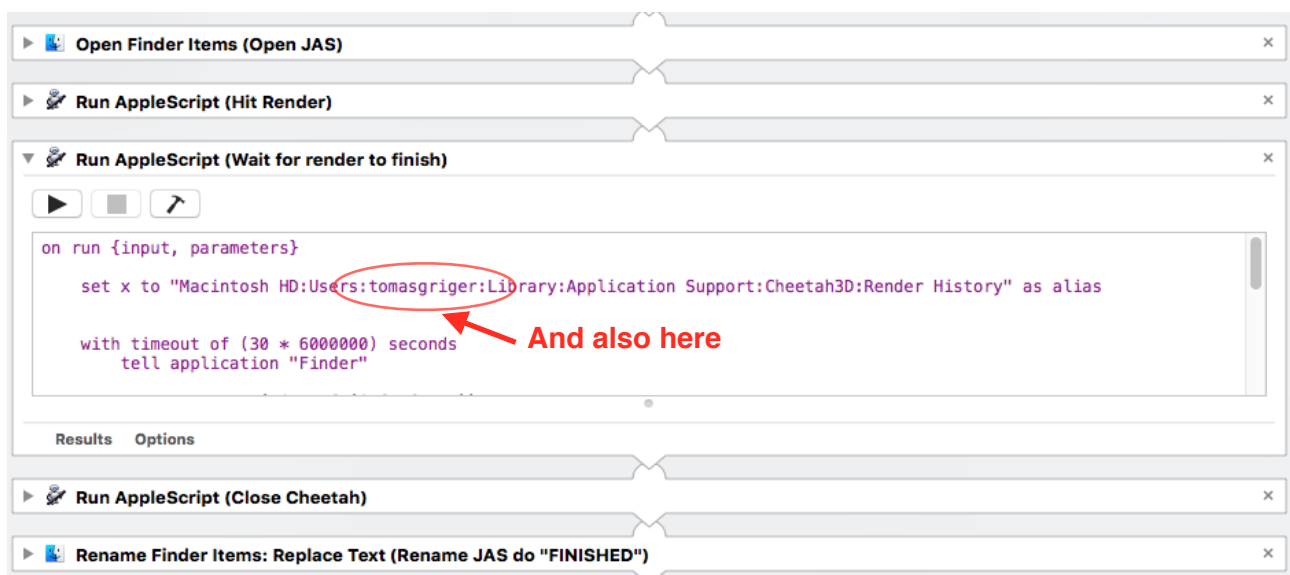

2.2) Go to the last action of the workflow (just before the Loop) and select the folder where you want to save your finalised renders. It can be the same folder as in previous step:
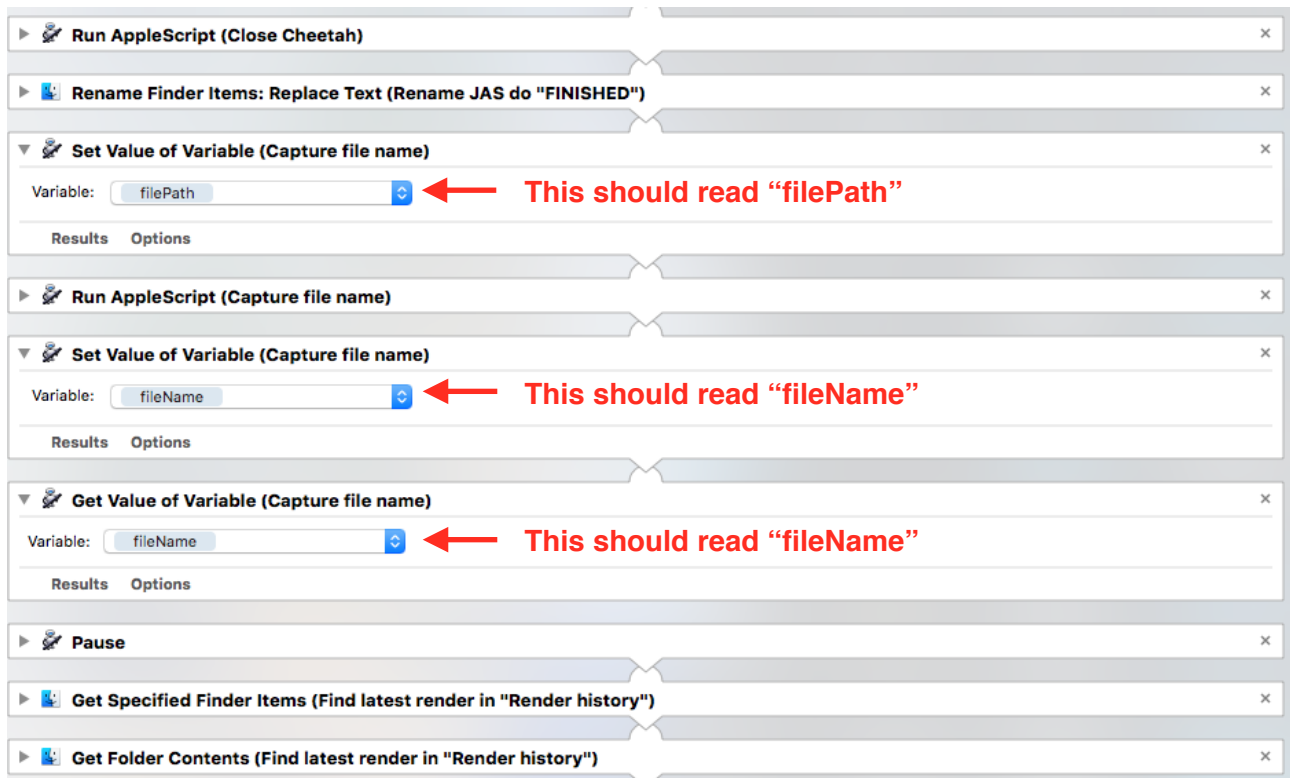
Select folder where you want to save finalized renders

2.3) Open the action in the workflow called "Run AppleScript (Hit Render)" and change username to your username (or name of your home folder). It is in the second line of the script as per screenshot. If you call your hard-drive other than default "Macintosh HD", or you use external hard-drive, change the hard-drive name as well. Basically, you should define the right path to your Render History folder:

Your username goes here

2.4) Do the same for the next action in workflow called "Run AppleScript (Wait for render to finish)":
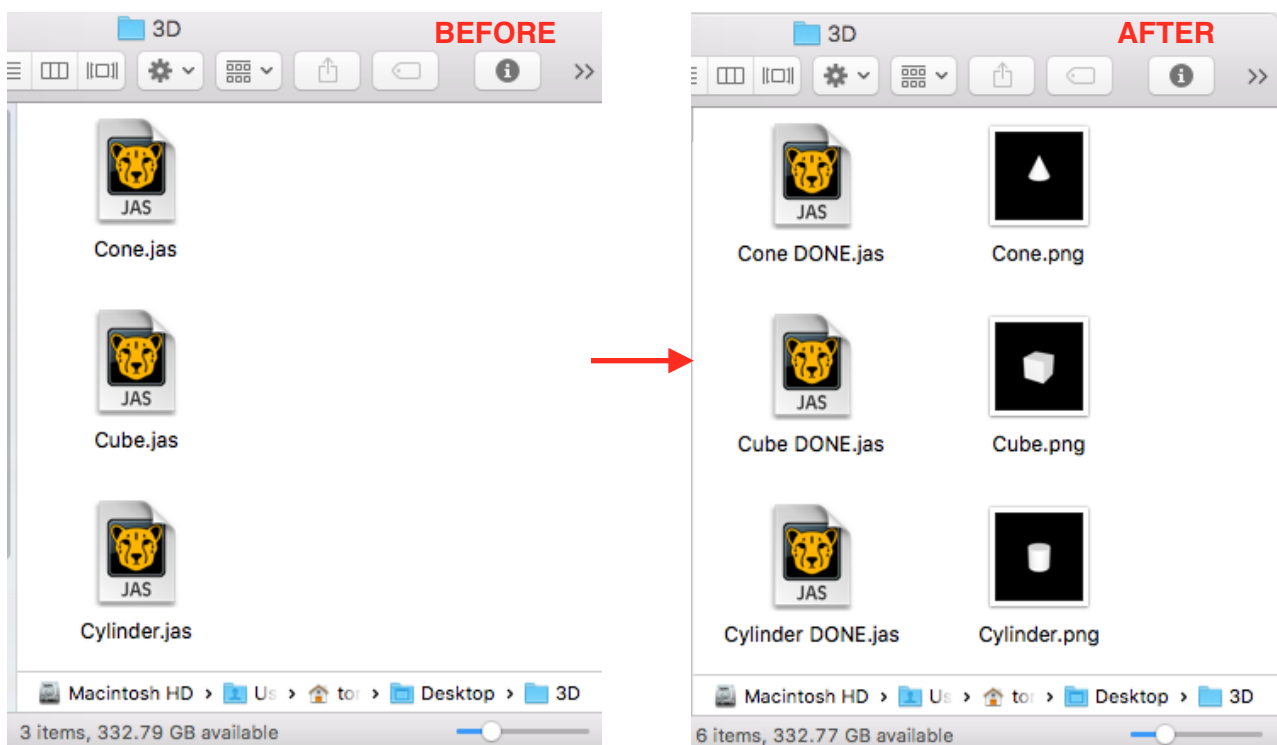

And also here

2.5) Variables in automator often get messed up when opening on another computer. Make sure the variables are as per screenshot. If they are not, simply choose the correct one from the dropdown menu:

Save, close and you are ready to go :)

Some things to note

1) The workflow will rename the final rendering to the same file name as your original Cheetah3D file. Easy to match them up then. You can set the same folder for your batch render files and final renders to get this just by running the automator workflow:

2) File that is currently being rendered has "RENDERING" added to its filename.
3) File the is finished has "DONE" added to its filename.
4) The workflow automatically stops when there are no other files left to render.

Caveats!
- works with Cheetah3D 6.3 under OS X El Capitan 10.11 (it should work under older max os x, but careful when upgrading, Apple sometimes changes the way how automator and applescript works.
- doesn't work for very simple renders. Make sure the rendering alone takes at least 10 seconds, or the workflow will hang.
- Max number of files to render is 999.
- Sometimes it crashes. Automator isn't the most stable of Apple's softwares. Reasons are usually unknown to me. I've been using this version of workflow for about 6 months and had only couple of crashes, so not too bad.

Network rendering?
Easy :) Simply create your batch rendering folder in your Dropbox (or any cloud). You can have dedicated rendering servers that will run the automator workflow as soon as new Cheetah3D file appears in your dropbox folder. The server will automatically render the file and save the rendered image back to your Dropbox. Completely location independent and works with multiple rendering servers if needed.