

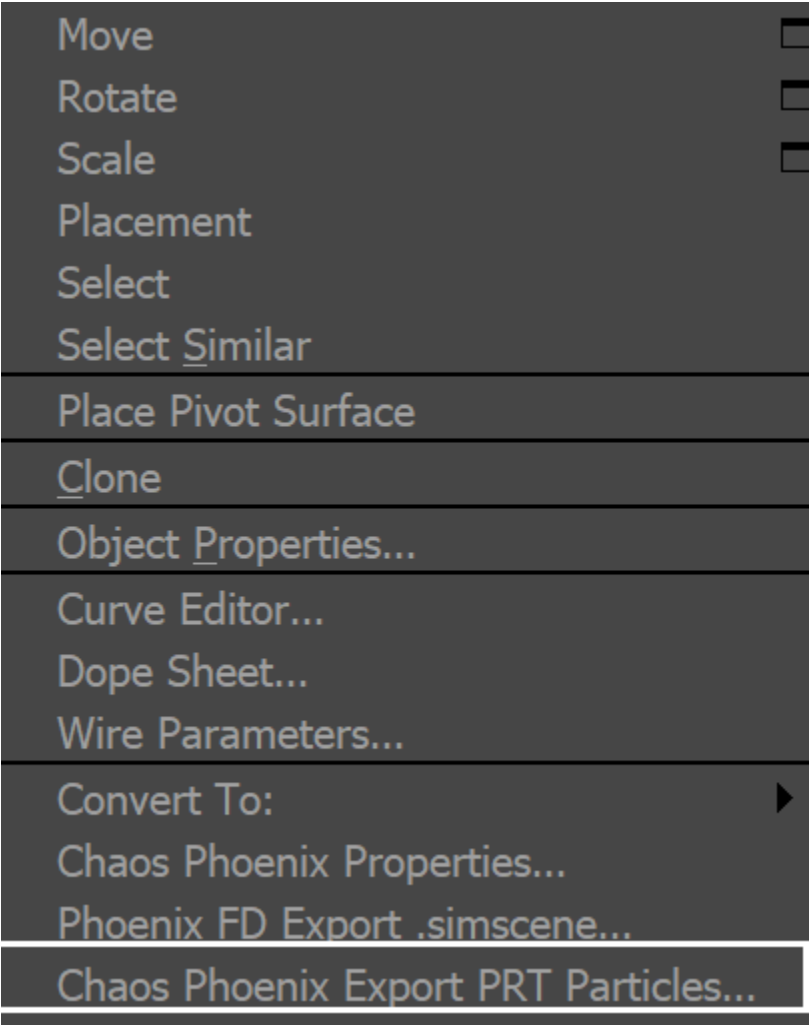
Phoenix Export PRT Particles

This page provides information on the Export PRT Particles function.

Overview

Using this function you can convert and export the Phoenix particles (Foam, Splash and Drag, etc.) from already simulated *.aur cache files, into Krakatoa's *.prt format. The right-click option is only available on the [Fire Smoke Simulator](#) and the [Liquid Simulator](#). Phoenix can also load and render .prt files using the [PRT Reader](#) helper object.

||Quad menu (with a Fire Smoke Simulator | FireSmokeSim selected OR with a Liquid Simulator | LiquidSim selected)|| > Chaos Phoenix Export PRT Particles...



With a Phoenix Simulator selected

Parameters

Particle System – A list of all particle systems of the selected Simulator. You can export only one particle group at a time.

Frame Range – Start and end frame of the exported sequence.

Timeline – When checked, the Timeline Start or End frames will be used instead of a manually typed frame.

Output filename – The path where the *.prt files will be exported. Several replaceable variables are available:

\$(cachedir) – The default cache file directory for the Phoenix scene. In the form of "...filename.max_Phoenix_frames\".

\$(grpname) – The name of the particle system - Liquid, Foam, Splash, etc.

\$(frame) – Current frame.

##...# – A flexible way to express the current frame number with as many digits as there are # signs.

Channels to export – Here you can select which of the available particle channels to export and which ones to skip. For more information, check the [general topic on particles](#). The following channels can be exported:

Position – The particle position, relative to the Simulator node.

Velocity – The particle speed vector, in scene units per second.

Scale – The particle radius, in scene units.

Age – The particle age, in seconds.

ID (64 bit) – The unique born index of the particle.

Color – The RGB of the particle.

Export PRT Particles

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Particle System Liquid

Frame Range00

☒ Timeline☒ Timeline

Output filename:

?\$(cachedir)\\$(grpname)\\$(frame).prt...

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Channels to export:

Position

Velocity

ID

Export