

Phoenix FD Deadline Simulation

This page provides information on the Phoenix Deadline Simulation window.

Overview

The Deadline Simulation window is used to submit Chaos Phoenix simulations to Deadline. This way Phoenix would not use a GUI license, see [GUI and Simulation Licenses](#).

UI Path: ||Phoenix FD Menu|| > **Submit Simulation to Deadline...**

Parameters

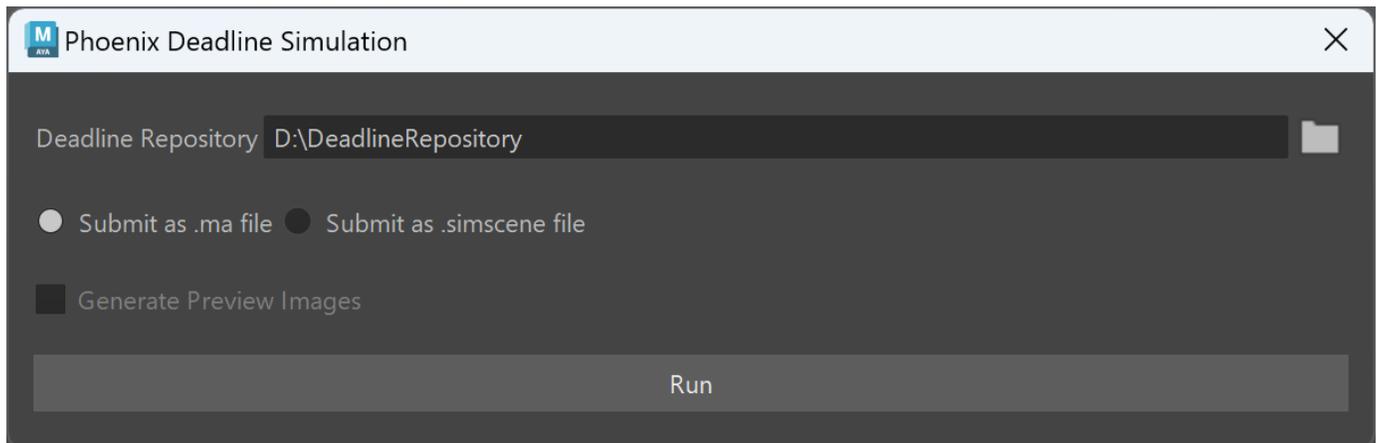
When a simulation is submitted to Deadline, the selected Phoenix simulators in the scene will be simulated in the order they were selected. If no simulators are selected in the scene, all simulators will be simulated.

Deadline Repository – Specifies location of the Repository, the global file system component used by Deadline.

Submit as .ma file – Option for submitting Maya scenes through Deadline.

Submit as .simscene file – Option for submitting [Phoenix Standalone simulations](#) through Deadline. Using this method you don't need to have Maya installed on the Deadline Worker node.

Generate Preview Images - Option for enabling/disabling the image generation when submitting .simscene files. The checkbox is grayed out if submitting .ma files. When the option is enabled - the [Standalone Previewer](#) will read the cache files produced by the simulation and it will generate an image sequence in the folder where the simulation caches are located.



In order to simulate with **Phoenix Standalone Simulator** through **Thinkbox Deadline**, make sure that you have installed the **Phoenix Deadline Plugin** in your **Deadline Repository**.

The files for the plugin are located in your Phoenix installation folder under "**deadline_plugin**".

By default the folder is located at

- **Windows:** C:\Program Files\Chaos Group\Phoenix FD\Maya 20xx for x64\
- **Linux:** usr/ChaosGroup/Phoenix FD/Maya 20xx-x64/
- **MacOS:** /Applications/ChaosGroup/PhoenixFD/Maya20xx/

Inside of it the folder named "**Phoenix**" must be copied over in your Deadline repository's "**plugins**" folder.

Alternatively you can download the Phoenix Deadline Plugin for the official 5.10.00 builds.

If you are using a nightly build from 12.01.2023 **Build ID: 2023011231840** or later you can use the Phoenix Deadline Plugin from here.

After the plugin files are installed in the Deadline Repository, go to your **Deadline's Monitor > Tools** menu and press **Synchronize Monitor Scripts and Plugins** - this will update script menus and the local plugin cache.

Then in Deadline's **Configure Plugins menu > Phoenix** you need to set the location to phoenixfd.exe which is usually located at

- **Windows:** C:\Program Files\Chaos Group\Phoenix FD\Maya 20xx for x64\bin
- **Linux:** usr/ChaosGroup/Phoenix FD/Maya 20xx-x64/bin
- **MacOS:** /Applications/ChaosGroup/PhoenixFD/Maya20xx/ChaosPhoenix.app/Contents/MacOS/

Finally press the **Restore Default Icon** button in order to allow the plugin to use the Phoenix icon.