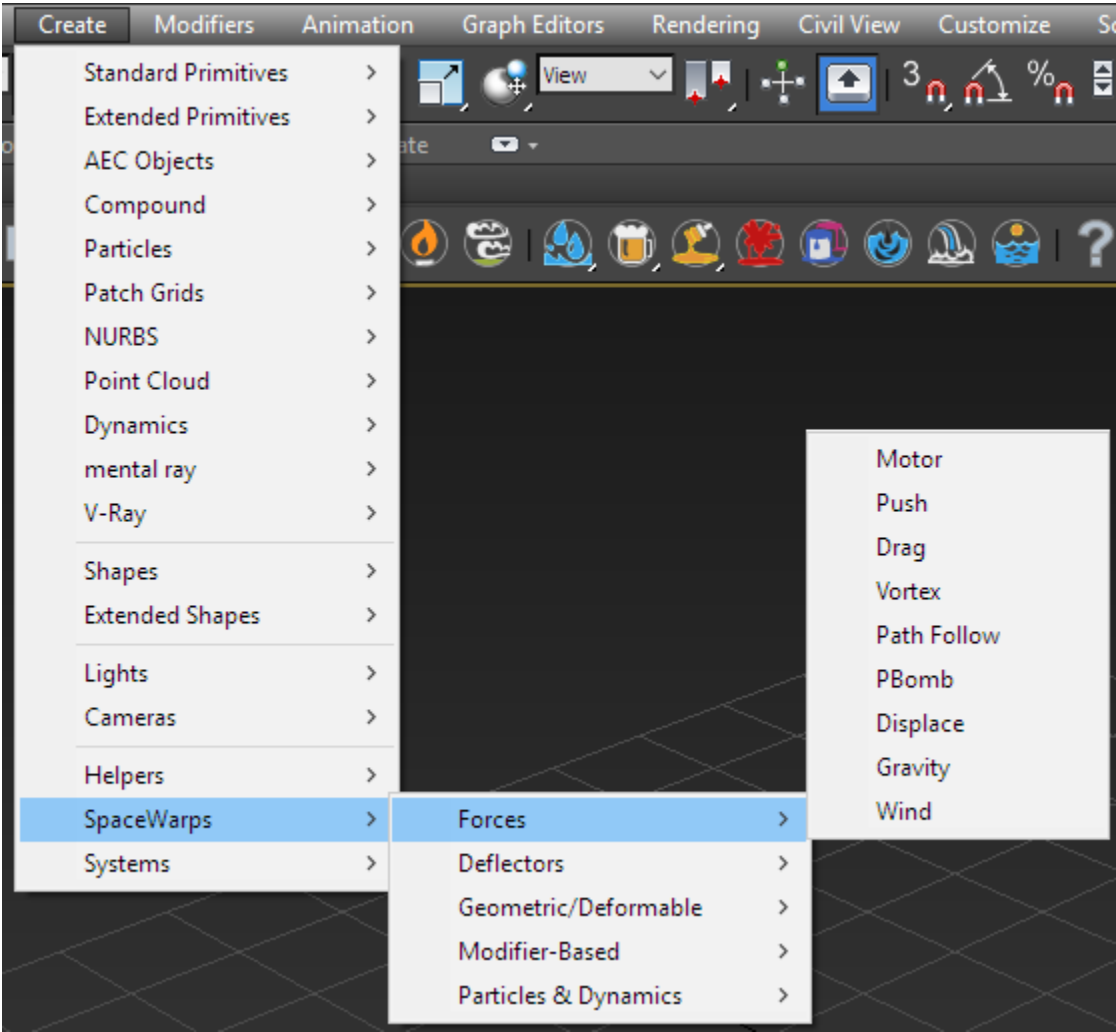# 3ds Max Forces and Phoenix Compatibility

This page provides information on 3ds Max Forces that are compatible with Phoenix.
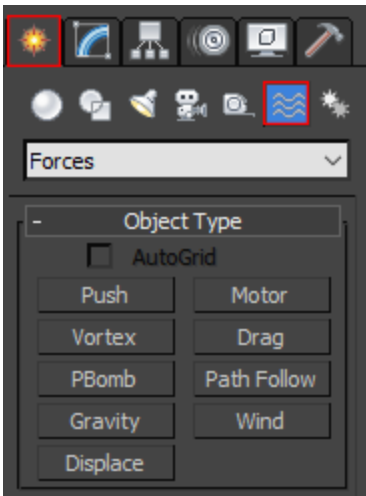
Overview

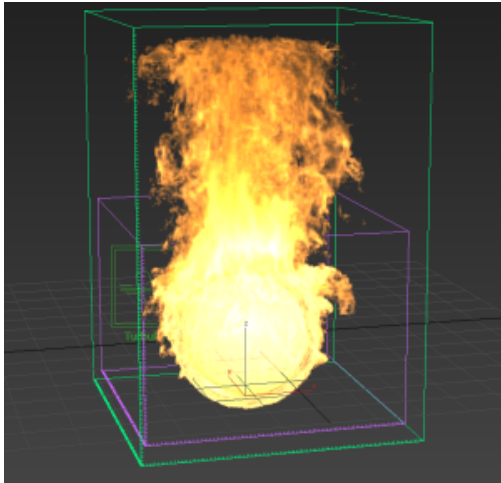This section lists the 3ds Max forces supported by Phoenix.

UI Paths:
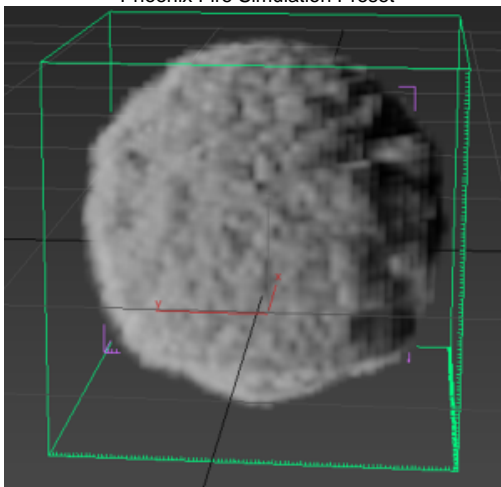**Create menu > Space Warps > Forces**
Click and Drag in a viewport

||Create Panel|| **> Space Warps > Forces**
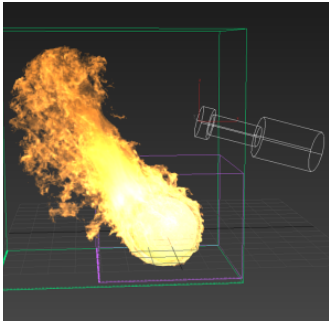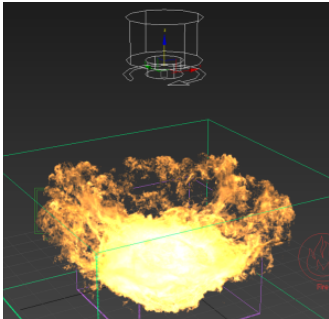Click and drag in a viewport
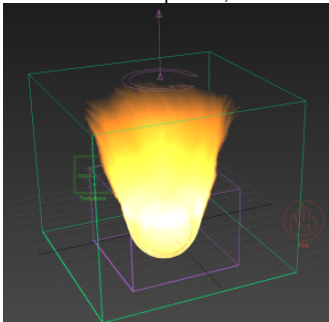
3ds Max Forces

Phoenix Fire Simulation Preset
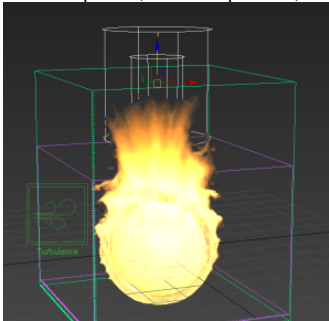

Phoenix Large-Scale Smoke Simulation Preset
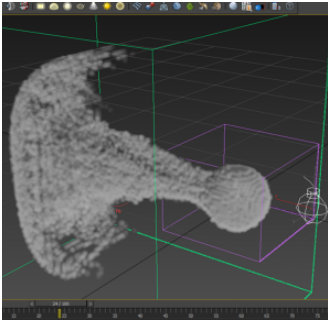
Push
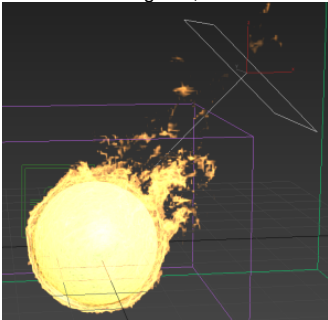Force: *80,000*

Motor
Basic Torque: *80,000*

Vortex
Axial Drop: *500*, Orbital Speed: *1,000*
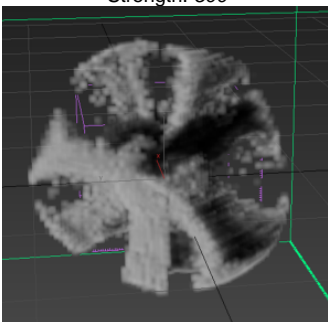

Drag
Radial, Tangential, Axial: *5.0*

PBomb
Strength: *5,000*

Gravity
Strength: *1,000*
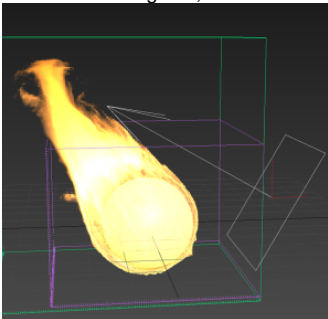
Wind
Strength: *500*

Displace
Strength: *-90,000*

Notes

- All 3ds Max Forces are supported by Phoenix except for **Path Follow**.
- 3ds Max's native Forces use one thread and affect all grid channels, whereas Phoenix forces are multithreaded and can affect different grid channels such as Temperature, Smoke, RGB and Speed.