

# Components

This section includes details on some of the additional components that are part of the Chaos Phoenix plugin for 3ds Max.

## Overview

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Phoenix components, also called Phoenix Nodes, may contain data, or expose settings that make it possible to modify data.

Their functionalities can range from shading particles with the Phoenix [Particle Shader](#), to emitting fluids into a simulator grid with the [Fire](#) and [Liquid Sources](#), to making it so geometry can be pushed around by the fluid using the [Active Body Solver](#).

There are also components with more advanced options, such as the [Voxel](#) and [Particle Tuners](#), which enable you to use custom logic to affect the voxel cells and particles of a Phoenix Simulation.

UI Path for all except Particle Shader: ||Create panel|| > **Helpers** > **PhoenixFD category**

UI Path for Particle Shader: UI Path: ||Create panel|| > **Geometry** > **PhoenixFD category**