

Scripting and Development

This section provides resources for those who wish to use scripting and programming to control Chaos Phoenix.

Overview

Phoenix offers additional flexibility for advanced users through scripting as well as a software development kit.

- [MAXScript](#) – During the simulation process, you can directly access the simulator's content using functions exported by the plugin. This page provides an extensive MAXScript reference for Phoenix functions and variables.
- [Phoenix API](#) – The Phoenix application programming interface is included when installing Phoenix for 3ds Max. This page provides a guide to using Phoenix API and an overview of two code sample projects.