

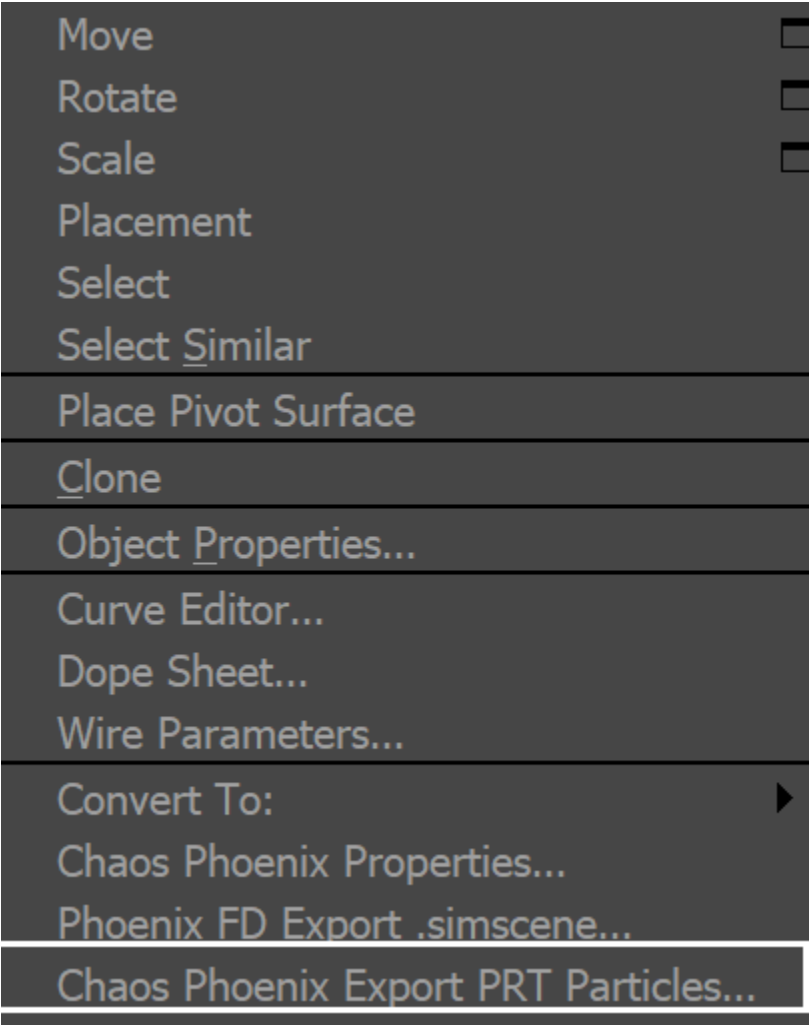
# Phoenix Export PRT Particles

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

×

Particle System Liquid

Frame Range00

☒ Timeline☒ Timeline

Output filename:

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

C:\Users\User\Documents\3ds Max 2022\scenes\Unt

Channels to export:

Position

Velocity

ID

Export