


Simscene Node Viewer

This page provides information on the Simscene Node Viewer tool.

Overview

The Simscene Node Viewer tool is intended as a supplement to Chaos Phoenix, allowing you to preview and debug simscene files.

 Phoenix simscene Node Editor, Phoenix for Maya 2022, build

FPS: 59.98 (17ms)

Open New Scene...

Node Types

1 : Node
1 : PhoenixSimulator
1 : GeomStaticMesh
1 : PhoenixObjectPropertiesStd
1 : PhoenixSourceStd

Selection

PhoenixSimulator
PhoenixFDFire001@node_2
-> In

PhoenixSourceStd
PHXSource001@node_3
-> In srcEmitterList ->

Node
Sphere001@node_1
-> In geometry object

Default Paths:

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



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