

nParticles cache description

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Maya Cache file format

The Maya Cache file format (.mc) is used in Maya for a variety of caching purposes.

Apparently, it is the format which Autodesk elected as Maya's unified standard for caches (this, until Alembic came out at least). Unfortunately, though, it is not yet a unified standard; neither it is properly documented.

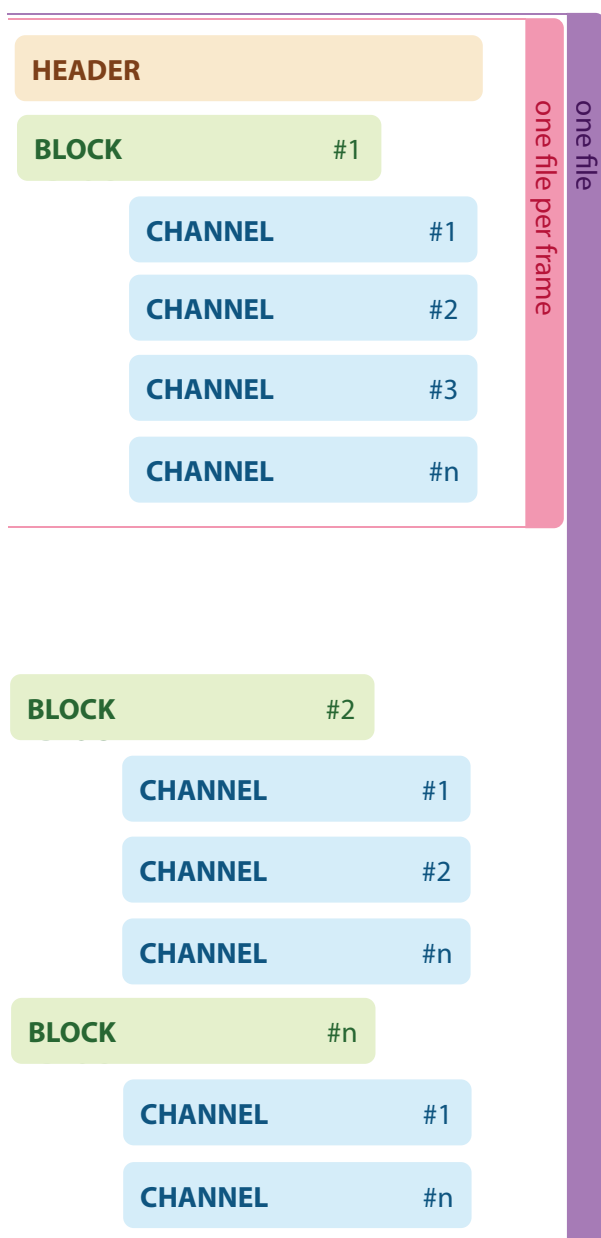
nCache for nParticles

nCaches are a sub-class of Maya Caches, which store simulation data for nucleus objects or fluid effects; nParticles are a specific kind of nucleus objects.

Within this document, only the file structure of nCaches for nParticles will be described. Such description is to be taken with reserve, as it's merely resulting out of observations (and deductions) of .mc binary files and Python scripts provided by Autodesk.

Most likely, this will be the first step of a wider research, aimed to generalize the format description (so that it might include every kind of Maya Cache).

note! this document is to be intended as the report of a research study; we assume it won't be used for commercial purposes, where not allowed; we therefore decline any responsibility for such cases.



Format Specification (generalized)

Maya cache consists of an header and an arbitrary number of channels. Each channel stores data points in time (not necessarily regularly spaced, and not necessarily co-incident in time with data in other channels).

On disk, the Maya cache is made up of a XML description file, and one or more data files.

The description file provides an overview of the XML file; it is (almost) exhaustively described within Maya's official documentation, then it won't be discussed here.

The data files contain the actual data for the channels, and can be organized in a single file per cache, or one file per frame.

The file format allows the use of an arbitrary number of channels. Channel names are restricted and case sensitive.

For Maya to work with an .mc file, such file must at minimum contain a Position channel.

The time unit used by nCaches is a "tick", which is 1/6000 seconds.

Data stored can be of different types, such as: "DBLA" (double array, when storing single values), "FVCA" (float vector array, Maya 8.5 and later), "DVCA" (double vector array, Maya 8.0 and earlier).

Please note that Maya Cache DLL Project works only with caches for Maya 8.5 and later (therefore not implementing "BVCA").

All data is in little-endian byte order.

nParticles cache description (one file)

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Format Specification for nParticles, in single .mc file

The multi-frame .mc file format for nParticles consists of:

- A header for general file information.
- A number of blocks which is equal to the cache duration; each block reports (only in the *one file* version) the current frame and its length in bytes (such length includes all the channels included in the block).
- A section, containing a number of channels, which is equal to the number of attributes you want to cache per frame; each channel defines the channel-wise data regarding the particles.

HEADER

- cache format
- header length
- cache version
- start time
- end time

BLOCK #1

- cache format
- block length
- block tag
- current time

CHANNEL #1

- channel name
- array size
- data type
- data array

CHANNEL #2

CHANNEL #3

CHANNEL #n

BLOCK #2

Offset (h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
00000000	46	4F	52	34	00	00	00	28	43	41	43	48	56	52	53	4E	FOR4... CACHVRSN
00000010	00	00	00	04	30	2E	31	00	53	54	49	4D	00	00	00	04	... 0.1. STIM...
00000020	00	00	00	00	45	54	49	4D	00	00	00	04	00	00	00	01	... ETIM... ..
00000030	46	4F	52	34	00	00	02	08	4D	59	43	48	54	49	4D	45	FOR4... MYCHTIME
00000040	00	00	00	04	00	00	00	00	43	48	4E	4D	00	00	00	13 CHNM...
00000050	6E	50	61	72	74	69	63	6C	65	53	68	61	70	65	31	5F	nParticleShape1
00000060	69	64	00	00	53	49	5A	45	00	00	00	04	00	00	00	02	id..SIZE.....
00000070	44	42	4C	41	00	00	00	10	00	00	00	00	00	00	00	00	DBLA.....
00000080	3F	F0	00	00	00	00	00	00	43	48	4E	4D	00	00	00	16	?8..... CHNM...
00000090	6E	50	61	72	74	69	63	6C	65	53	68	61	70	65	31	5F	nParticleShape1
000000A0	63	6F	75	6E	74	00	00	00	53	49	5A	45	00	00	00	04	count...SIZE...
000000B0	00	00	00	01	44	42	4C	41	00	00	00	08	40	00	00	00	... DBLA...@...
000000C0	00	00	00	00	43	48	4E	4D	00	00	00	1A	6E	50	61	72	... CHNM... nPar
000000D0	74	69	63	6C	65	53	68	61	70	65	31	5F	62	69	72	74	ticleShape1_birt
000000E0	68	54	69	6D	65	00	00	00	53	49	5A	45	00	00	00	04	hTime...SIZE...
000000F0	00	00	00	02	44	42	4C	41	00	00	00	10	BF	A5	55	55	... DBLA...;YUU
00000100	55	55	55	55	BF	A5	55	55	55	55	55	55	43	48	4E	4D	UUUU;YUUUUU CHNM
00000110	00	00	00	19	6E	50	61	72	74	69	63	6C	65	53	68	61	... nParticleSha
00000120	70	65	31	5F	70	6F	73	69	74	69	6F	6E	00	00	00	00	pel_position...
00000130	53	49	5A	45	00	00	00	04	00	00	00	02	46	56	43	41	SIZE.....FVCA
00000140	00	00	00	18	00	00	00	00	00	00	00	00	40	A0	00	00@ ..
00000150	40	DF	FF	FB	00	00	00	00	3B	B6	A8	82	43	48	4E	4D	@&ÿù.....;T', CHNM
00000160	00	00	00	1B	6E	50	61	72	74	69	63	6C	65	53	68	61	... nParticleSha
00000170	70	65	31	5F	6C	69	66	65	73	70	61	6E	50	50	00	00	pel_lifespanPP..
00000180	53	49	5A	45	00	00	00	04	00	00	00	02	44	42	4C	41	SIZE.....DBLA
00000190	00	00	00	10	47	EF	FF	FF	E0	00	00	00	47	EF	FF	FF	... Giÿÿà... Giÿÿ
000001A0	E0	00	00	00	43	48	4E	4D	00	00	00	20	6E	50	61	72	à... CHNM... nPar
000001B0	74	69	63	6C	65	53	68	61	70	65	31	5F	66	69	6E	61	ticleShape1_fina
000001C0	6C	4C	69	66	65	73	70	61	6E	50	50	00	53	49	5A	45	lLifespanPP.SIZE
000001D0	00	00	00	04	00	00	00	02	44	42	4C	41	00	00	00	10DBLA....
000001E0	47	EF	FF	FF	E0	00	00	00	47	EF	FF	FF	E0	00	00	00	Giÿÿà... Giÿÿà...
000001F0	43	48	4E	4D	00	00	00	19	6E	50	61	72	74	69	63	6C	CHNM... nParticl
00000200	65	53	68	61	70	65	31	5F	76	65	6C	6F	63	69	74	79	eShape1_velocity
00000210	00	00	00	00	53	49	5A	45	00	00	00	04	00	00	00	02	...SIZE.....
00000220	46	56	43	41	00	00	00	18	00	00	00	00	00	00	00	00	FVCA.....
00000230	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00000240	46	4F	52	34	00	00	02	08	4D	59	43	48	54	49	4D	45	FOR4... MYCHTIME
00000250	00	00	00	04	00	00	00	FA	43	48	4E	4D	00	00	00	13 CHNM...
00000260	6E	50	61	72	74	69	63	6C	65	53	68	61	70	65	31	5F	nParticleShape1_
00000270	69	64	00	00	53	49	5A	45	00	00	00	04	00	00	00	02	id..SIZE.....
00000280	44	42	4C	41	00	00	00	10	00	00	00	00	00	00	00	00	DBLA.....
00000290	3F	F0	00	00	00	00	00	00	43	48	4E	4D	00	00	00	16	?8..... CHNM...

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Section	Field	Size	Value	Type	Description	
HEADER		48 bytes				
	cache format	4 bytes	"FOR4"	char*	cache format	
	header length	4 bytes	(hex) unsigned int	header data length (bytes)	
	cache version		8 bytes	"CACHVRSN"	char*	tag for cache version
			4 bytes	"00 00 00 04"	(hex) unsigned int	cache version data length (bytes)
			4 bytes	"30 2E 31 00"	(hex)	cache version
	start time		4 bytes	"STIM"	char*	tag for start time
			4 bytes	"00 00 00 04"	(hex) unsigned int	start time data length (bytes)
			4 bytes	"00 00 00 00"	(hex) unsigned int	start value**
	end time		4 bytes	"ETIM"	char*	tag for end time
			4 bytes	"00 00 00 04"	(hex) unsigned int	end time data length (bytes)
			4 bytes	"00 00 00 01"	(hex) unsigned int	end value**
BLOCK		24 + n bytes				
	cache format	4 bytes	"FOR4"	char*	cache format	
	block length	4 bytes	(hex) unsigned int	block data length (bytes)	
	block tag	4 bytes	"MYCH"	char*	tag for channels' block	
	current time		4 bytes	"TIME"	char*	tag for current time
			4 bytes	"00 00 00 04"	(hex) unsigned int	time data length (bytes)
			4 bytes	(hex) int	current time (ticks)
	n bytes	[channels' data, as explained below]				
CHANNEL		28 + n bytes				
	channel name		4 bytes	"CHNM"	char*	tag for channel name
			4 bytes	int (hex)	channel name data length (name length + 1)
			n bytes		char*	channel name, padded with modulus of 4 padding = 4 - len(name)%4
	array size		4 bytes	"SIZE"	char*	tag for channel's array size
			4 bytes	"00 00 00 04"	(hex) unsigned int	array size data length (bytes)
			4 bytes	(hex) unsigned int	array size (number of elements)
	data type	4 bytes		char*	tag for data type	
				"DBLA"	double array	
				"FVCA"	float vector array (Maya 8.5 and later)	
			"DVCA"	double vector array (Maya 8.0 and earlier)***		
data array		4 bytes	(hex) int	array size (bytes)	
		n bytes		(hex) float double	array data	

** this is only in *one file* caches

*** DVCA is not supported by *Maya Cache DLL Project* (the library is compatible only with Maya 8.5 and later)

nParticles cache description (one file per frame)

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Format Specification for nParticles, in one .mc file per frame

The single-frame .mc file format for nParticles consists of:

- A header for general file information. Please note that (only in the *one file per frame* version) the start and end time value to specify is the current frame cached.
- A single block, reporting its own length in bytes (such length includes all the channels included in the block).
- A section, containing a number of channels, which is equal to the number of attributes you want to cache per frame; each channel defines the channel-wise data regarding the particles.

HEADER

cache format

header length

cache version

start (current) time

end (current) time

BLOCK

cache format

block length

block tag

CHANNEL #1

channel name

array size

data type

data array

CHANNEL #2

CHANNEL #3

CHANNEL #n

```

Offset (h) 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F
00000000 46 4F 52 34 00 00 00 28 43 41 43 48 56 52 53 4E FOR4... (CACHVRSN
00000010 00 00 00 04 30 2E 31 00 53 54 49 4D 00 00 00 04 ... 0.1 STIM...
00000020 00 00 00 00 45 54 49 4D 00 00 00 04 00 00 00 00 ... ETIM...
00000030 46 4F 52 34 00 00 01 FC 4D 59 43 48 43 48 4E 4D FOR4... UMYCHCHNM
00000040 00 00 00 13 6E 50 61 72 74 69 63 6C 65 53 68 61 ... nParticleSha
00000050 70 65 31 5F 69 64 00 00 53 49 5A 45 00 00 00 04 pel_id...SIZE...
00000060 00 00 00 02 44 42 4C 41 00 00 00 10 00 00 00 00 ... DBLA...
00000070 00 00 00 00 3F F0 00 00 00 00 00 00 43 48 4E 4D ... ?δ... CHNM
00000080 00 00 00 16 6E 50 61 72 74 69 63 6C 65 53 68 61 ... nParticleSha
00000090 70 65 31 5F 63 6F 75 6E 74 00 00 00 53 49 5A 45 pel_count...SIZE
000000A0 00 00 00 04 00 00 00 01 44 42 4C 41 00 00 00 08 ... DBLA...
000000B0 40 00 00 00 00 00 00 00 43 48 4E 4D 00 00 00 1A @... CHNM...
000000C0 6E 50 61 72 74 69 63 6C 65 53 68 61 70 65 31 5F nParticleShape1
000000D0 62 69 72 74 68 54 69 6D 65 00 00 00 53 49 5A 45 birthTime...SIZE
000000E0 00 00 00 04 00 00 00 02 44 42 4C 41 00 00 00 10 ... DBLA...
000000F0 BF A5 55 55 55 55 55 BF A5 55 55 55 55 55 55 ?UUUUUU?UUUUUU
00000100 43 48 4E 4D 00 00 00 19 6E 50 61 72 74 69 63 6C CHNM...nParticl
00000110 65 53 68 61 70 65 31 5F 70 6F 73 69 74 69 6F 6E eShape1_position
00000120 00 00 00 00 53 49 5A 45 00 00 00 04 00 00 00 02 ...SIZE...
00000130 46 56 43 41 00 00 00 18 00 00 00 00 00 00 00 00 FVCA...
00000140 40 A0 00 00 40 DF FF FB 00 00 00 3B B6 A8 82 @...@šÿù...;T,
00000150 43 48 4E 4D 00 00 00 1B 6E 50 61 72 74 69 63 6C CHNM...nParticl
00000160 65 53 68 61 70 65 31 5F 6C 69 66 65 73 70 61 6E eShape1_lifespan
00000170 50 50 00 00 53 49 5A 45 00 00 00 04 00 00 00 02 PP...SIZE...
00000180 44 42 4C 41 00 00 00 10 47 EF FF FF E0 00 00 00 DBLA...Giÿÿà...
00000190 47 EF FF FF E0 00 00 00 43 48 4E 4D 00 00 00 20 Giÿÿà...CHNM...
000001A0 6E 50 61 72 74 69 63 6C 65 53 68 61 70 65 31 5F nParticleShape1
000001B0 66 69 6E 61 6C 4C 69 66 65 73 70 61 6E 50 50 00 finalLifespanPP.
000001C0 53 49 5A 45 00 00 00 04 00 00 00 02 44 42 4C 41 SIZE...DBLA
000001D0 00 00 00 10 47 EF FF FF E0 00 00 00 47 EF FF FF ...Giÿÿà...Giÿÿ
000001E0 E0 00 00 00 43 48 4E 4D 00 00 19 6E 50 61 72 à...CHNM...nPar
000001F0 74 69 63 6C 65 53 68 61 70 65 31 5F 76 65 6C 6F ticleShape1_velo
00000200 63 69 74 79 00 00 00 00 53 49 5A 45 00 00 00 04 city...SIZE...
00000210 00 00 00 02 46 56 43 41 00 00 00 18 00 00 00 00 ...FVCA...
00000220 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00000230 00 00 00 00 .....0
    
```

nParticles cache description (one file per frame)



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Section	Field	Size	Value	Type	Description	
HEADER		48 bytes				
	cache format	4 bytes	"FOR4"	char*	cache format	
	header length	4 bytes	(hex) unsigned int	header data length (bytes)	
	cache version		8 bytes	"CACHVRSN"	char*	tag for cache version
			4 bytes	"00 00 00 04"	(hex) unsigned int	cache version data length (bytes)
			4 bytes	"30 2E 31 00"	(hex)	cache version
	start time		4 bytes	"STIM"	char*	tag for start time
			4 bytes	"00 00 00 04"	(hex) unsigned int	start time data length (bytes)
			4 bytes	(hex) unsigned int	current frame**
	end time		4 bytes	"ETIM"	char*	tag for end time
			4 bytes	"00 00 00 04"	(hex) unsigned int	end time data length (bytes)
			4 bytes	(hex) unsigned int	current frame**
BLOCK		12 + n bytes				
	cache format	4 bytes	"FOR4"	char*	cache format	
	block length	4 bytes	(hex) unsigned int	block data length (bytes)	
	block tag	4 bytes	"MYCH"	char*	tag for channels' block	
		n bytes			[channels' data, as explained below]	
CHANNEL		28 + n bytes				
	channel name		4 bytes	"CHNM"	char*	tag for channel name
			4 bytes	int (hex)	channel name data length (name length + 1)
			n bytes		char*	channel name, padded with modulus of 4 padding = 4 - len(name)%4
	array size		4 bytes	"SIZE"	char*	tag for channel's array size
			4 bytes	"00 00 00 04"	(hex) unsigned int	array size data length (bytes)
			4 bytes	(hex) unsigned int	array size (number of elements)
	data type		4 bytes		char*	tag for data type
				"DBLA"		double array
				"FVCA"		float vector array (Maya 8.5 and later)
		"DVCA"		double vector array (Maya 8.0 and earlier)***		
data array		4 bytes	(hex) int	array size (bytes)	
		n bytes		(hex) float double	array data	

** this is only in *one file per frame* caches

*** DVCA is not supported by *Maya Cache DLL Project* (the library is compatible only with Maya 8.5 and later)