

# Phoenix Cache

This page provides information on the Phoenix Cache Node in V-Ray for Blender.

## Overview

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## UI Path

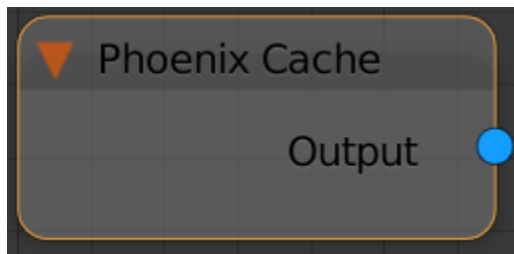
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||Node Editor|| > **Add** > **Effects** > **Phoenix Cache**

## Node

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Output –



## Parameters

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**Cache Path** – Specifies the directory of the output cache files.

