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**Q: What is the use of a File Cache node in Houdini SideFX?**

**A:**

* To add the File Cache node to the network pane:
  + Right-click in the network pane and select the file cache node
* Cache means it writes out once and then reads from which saves the output of a node network to disk. And help speed up the process
* It can be used to play back faster, To use it, just connect it to the node network's output that you want to save.
* Once you have saved the output of a node network to disk, you can read it later by adding the File Cache node to the input of the node network you want to read.
* I connected the output of the ocean foam node to the file cache node, as shown in the picture below, to speed up the playback.

