CacheFile(ID)

base classes — `bpy_struct`, `ID`

class bpy.types.**CacheFile(ID)**

> **active_index**
>
> > **TYPE:**
> >
> > > int in [0, inf], default 0
>
> **animation_data**
>
> > Animation data for this data-block
> >
> > **TYPE:**
> >
> > > `AnimData`, (readonly)
>
> **filepath**
>
> > Path to external displacements file
> >
> > **TYPE:**
> >
> > > string, default "", (never None)
>
> **forward_axis**
>
> > **TYPE:**
> >
> > > enum in Object Axis Items, default 'POS_X'
>
> **frame**
>
> > The time to use for looking up the data in the cache file, or to determine which file to use in a file sequence
> >
> > **TYPE:**
> >
> > > float in [-1.04857e+06, 1.04857e+06], default 0.0
>
> **frame_offset**
>
> > Subtracted from the current frame to use for looking up the data in the cache file, or to determine which file to use in a file sequence
> >
> > **TYPE:**
> >
> > > float in [-1.04857e+06, 1.04857e+06], default 0.0
>
> **is_sequence**
>
> > Whether the cache is separated in a series of files
> >
> > **TYPE:**
> >
> > > boolean, default False
>
> **layers**
>
> > Layers of the cache
> >
> > **TYPE:**
> >
> > > `CacheFileLayers` `bpy_prop_collection` of `CacheFileLayer`, (readonly)
>
> **object_paths**
>
> > Paths of the objects inside the Alembic archive
> >
> > **TYPE:**
> >
> > > `CacheObjectPaths` `bpy_prop_collection` of `CacheObjectPath`, (readonly)

override_frame

Whether to use a custom frame for looking up data in the cache file, instead of using the current scene frame

TYPE:

boolean, default False

prefetch_cache_size

Memory usage limit in megabytes for the Cycles Procedural cache, if the data does not fit within the limit, rendering is aborted

TYPE:

int in [0, inf], default 4096

scale

Value by which to enlarge or shrink the object with respect to the world's origin (only applicable through a Transform Cache constraint)

TYPE:

float in [0.0001, 1000], default 1.0

up_axis

TYPE:

enum in Object Axis Items, default 'POS_X'

use_prefetch

When enabled, the Cycles Procedural will preload animation data for faster updates

TYPE:

boolean, default False

use_render_procedural

Display boxes in the viewport as placeholders for the objects, Cycles will use a procedural to load the objects during viewport rendering in experimental mode, other render engines will also receive a placeholder and should take care of loading the Alembic data themselves if possib

TYPE:

boolean, default False

velocity_name

Name of the Alembic attribute used for generating motion blur data

TYPE:

string, default ''', (never None)

velocity_unit

Define how the velocity vectors are interpreted with regard to time, 'frame' means the delta time is 1 frame, 'second' means the delta time is 1 FPS

TYPE:

enum in Velocity Unit Items, default 'FRAME'

classmethod bl_rna_get_subclass(id, default=None)

PARAMETERS:

id (*str*) – The RNA type identifier.

RETURNS:

The RNA type or default when not found.

RETURN TYPE:

`bpy.types.Struct` subclass

classmethod bl_rna_get_subclass_py(id, default=None)

> **PARAMETERS:**
>
> > **id** (*str*) – The RNA type identifier.
>
> **RETURNS:**
>
> > The class or default when not found.
>
> **RETURN TYPE:**
>
> > type

Inherited Properties

- bpy_struct.id_data
- ID.name
- ID.name_full
- ID.id_type
- ID.session_uid
- ID.is_evaluated
- ID.original
- ID.users
- ID.use_fake_user
- ID.use_extra_user
- ID.is_embedded_data

- ID.is_missing
- ID.is_runtime_data
- ID.is_editable
- ID.tag
- ID.is_library_indirect
- ID.library
- ID.library_weak_reference
- ID.asset_data
- ID.override_library
- ID.preview

Inherited Functions

- bpy_struct.as_pointer
- bpy_struct.driver_add
- bpy_struct.driver_remove
- bpy_struct.get
- bpy_struct.id_properties_clear
- bpy_struct.id_properties_ensure
- bpy_struct.id_properties_ui
- bpy_struct.is_property_hidden
- bpy_struct.is_property_overridable_library
- bpy_struct.is_property_readonly
- bpy_struct.is_property_set
- bpy_struct.items
- bpy_struct.keyframe_delete
- bpy_struct.keyframe_insert
- bpy_struct.keys
- bpy_struct.path_from_id
- bpy_struct.path_resolve
- bpy_struct.pop
- bpy_struct.property_overridable_library_set
- bpy_struct.property_unset

- bpy_struct.type_recast
- bpy_struct.values
- ID.rename
- ID.evaluated_get
- ID.copy
- ID.asset_mark
- ID.asset_clear
- ID.asset_generate_preview
- ID.override_create
- ID.override_hierarchy_create
- ID.user_clear
- ID.user_remap
- ID.make_local
- ID.user_of_id
- ID.animation_data_create
- ID.animation_data_clear
- ID.update_tag
- ID.preview_ensure
- ID.bl_rna_get_subclass
- ID.bl_rna_get_subclass_py

References

- `BlendData.cache_files`
- `MeshSequenceCacheModifier.cache_file`
- `TransformCacheConstraint.cache_file`