

PointCache(bpy_struct)

base class — `bpy_struct`

class `bpy.types.PointCache(bpy_struct)`

Active point cache for physics simulations

compression

Compression method to be used

- `NO` `None` – No compression.
- `LIGHT` `Lite` – Fast but not so effective compression.
- `HEAVY` `Heavy` – Effective but slow compression.

TYPE:

enum in `['NO', 'LIGHT', 'HEAVY']`, default `'NO'`

filepath

Cache file path

TYPE:

string, default `""`, (never `None`)

frame_end

Frame on which the simulation stops

TYPE:

int in `[1, 1048574]`, default `0`

frame_start

Frame on which the simulation starts

TYPE:

int in `[-1048574, 1048574]`, default `0`

frame_step

Number of frames between cached frames

TYPE:

int in `[1, 20]`, default `0`

index

Index number of cache files

TYPE:

int in `[-1, 100]`, default `0`

info

Info on current cache status

TYPE:

string, default `""`, (readonly, never `None`)

is_baked

The cache is baked

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TYPE:

boolean, default False, (readonly)

is_baking

The cache is being baked

TYPE:

boolean, default False, (readonly)

is_frame_skip

Some frames were skipped while baking/saving that cache

TYPE:

boolean, default False, (readonly)

is_outdated**TYPE:**

boolean, default False, (readonly)

name

Cache name

TYPE:

string, default "", (never None)

point_caches**TYPE:**

`PointCaches bpy_prop_collection` of `PointCacheItem`, (readonly)

use_disk_cache

Save cache files to disk (.blend file must be saved first)

TYPE:

boolean, default False

use_external

Read cache from an external location

TYPE:

boolean, default False

use_library_path

Use this file's path for the disk cache when library linked into another file (for local bakes per scene file, disable this option)

TYPE:

boolean, default False

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`

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`

References

- `ClothModifier.point_cache`
- `DynamicPaintSurface.point_cache`
- `ParticleSystem.point_cache`
- `RigidBodyWorld.point_cache`
- `SoftBodyModifier.point_cache`