MeshCacheModifier(Modifier)

base classes — bpy_struct , Modifier

class bpy.types.**MeshCacheModifier(Modifier)**

Cache Mesh

cache_format

TYPE:

enum in [‘MDD’, ‘PC2’], default ‘MDD’

deform_mode

- `OVERWRITE` Overwrite – Replace vertex coordinates with cached values.
- `INTEGRATE` Integrate – Integrate deformation from this modifier’s input with the mesh-cache coordinates (useful for shape keys).

TYPE:

enum in [‘OVERWRITE’, ‘INTEGRATE’], default ‘OVERWRITE’

eval_factor

Evaluation time in seconds

TYPE:

float in [0, 1], default 0.0

eval_frame

The frame to evaluate (starting at 0)

TYPE:

float in [0, 1.04857e+06], default 0.0

eval_time

Evaluation time in seconds

TYPE:

float in [0, inf], default 0.0

factor

Influence of the deformation

TYPE:

float in [0, 1], default 1.0

filepath

Path to external displacements file

TYPE:

string, default “”, (never None)

flip_axis

TYPE:

boolean array of 3 items, default (False, False, False)

forward_axis

TYPE:

enum in Object Axis Items, default ‘POS_Y’

frame_scale

Evaluation time in seconds

TYPE:

float in [0, 100], default 1.0

frame_start

Add this to the start frame

TYPE:

float in [-1.04857e+06, 1.04857e+06], default 0.0

interpolation

TYPE:

enum in ['NONE', 'LINEAR'], default 'LINEAR'

invert_vertex_group

Invert vertex group influence

TYPE:

boolean, default False

play_mode

- `SCENE` Scene – Use the time from the scene.
- `CUSTOM` Custom – Use the modifier's own time evaluation.

TYPE:

enum in ['SCENE', 'CUSTOM'], default 'SCENE'

time_mode

Method to control playback time

- `FRAME` Frame – Control playback using a frame-number (ignoring time FPS and start frame from the file).
- `TIME` Time – Control playback using time in seconds.
- `FACTOR` Factor – Control playback using a value between 0 and 1.

TYPE:

enum in ['FRAME', 'TIME', 'FACTOR'], default 'FRAME'

up_axis

TYPE:

enum in Object Axis Items, default 'POS_Z'

vertex_group

Name of the Vertex Group which determines the influence of the modifier per point

TYPE:

string, default "", (never None)

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
- Modifier.name
- Modifier.type
- Modifier.show_viewport
- Modifier.show_render
- Modifier.show_in_editmode
- Modifier.show_on_cage
- Modifier.show_expanded
- Modifier.is_active
- Modifier.use_pin_to_last
- Modifier.is_override_data
- Modifier.use_apply_on_spline
- Modifier.execution_time
- Modifier.persistent_uid

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
- Modifier.bl_rna_get_subclass
- Modifier.bl_rna_get_subclass_py