Ptcache Operators

bpy.ops.ptcache.**add()**

> Add new cache

bpy.ops.ptcache.**bake(*, bake=False)**

> Bake physics
>
> **PARAMETERS:**
>
> > **bake** (*boolean, (optional)*) – Bake

bpy.ops.ptcache.**bake_all(*, bake=True)**

> Bake all physics
>
> **PARAMETERS:**
>
> > **bake** (*boolean, (optional)*) – Bake

bpy.ops.ptcache.**bake_from_cache()**

> Bake from cache

bpy.ops.ptcache.**free_bake()**

> Delete physics bake

bpy.ops.ptcache.**free_bake_all()**

> Delete all baked caches of all objects in the current scene

bpy.ops.ptcache.**remove()**

> Delete current cache