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

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