

# Cachefile Operators

```
bpy.ops.cachefile.layer_add(*, filepath="", hide_props_region=True, check_existing=False, filter_blender=False, filter_backup=False,
    filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False,
    filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=True, filter_usd=True, filter_obj=False,
    filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=8, relative_path=True, display_type='DEFAULT',
    sort_method='')

```

Add an override layer to the archive

## PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **hide\_props\_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
- **check\_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter\_blender** (*boolean, (optional)*) – Filter .blend files
- **filter\_backup** (*boolean, (optional)*) – Filter .blend files
- **filter\_image** (*boolean, (optional)*) – Filter image files
- **filter\_movie** (*boolean, (optional)*) – Filter movie files
- **filter\_python** (*boolean, (optional)*) – Filter Python files
- **filter\_font** (*boolean, (optional)*) – Filter font files
- **filter\_sound** (*boolean, (optional)*) – Filter sound files
- **filter\_text** (*boolean, (optional)*) – Filter text files
- **filter\_archive** (*boolean, (optional)*) – Filter archive files
- **filter\_btx** (*boolean, (optional)*) – Filter btx files
- **filter\_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter\_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter\_usd** (*boolean, (optional)*) – Filter USD files
- **filter\_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter\_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter\_folder** (*boolean, (optional)*) – Filter folders
- **filter\_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative\_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **display\_type** (*enum in ['DEFAULT', 'LIST\_VERTICAL', 'LIST\_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type
  - **DEFAULT** Default – Automatically determine display type for files.
  - **LIST\_VERTICAL** Short List – Display files as short list.
  - **LIST\_HORIZONTAL** Long List – Display files as a detailed list.
  - **THUMBNAIL** Thumbnails – Display files as thumbnails.
- **sort\_method** (*enum in [], (optional)*) – File sorting mode

```
bpy.ops.cachefile.layer_move(*, direction='UP')

```

Move layer in the list, layers further down the list will overwrite data from the layers higher up

## PARAMETERS:

- **direction** (*enum in ['UP', 'DOWN'], (optional)*) – Direction, Direction to move the active vertex group towards

```
bpy.ops.cachefile.layer_remove()

```

Remove an override layer from the archive

```
bpy.ops.cachefile.open(*, filepath="" hide_props_region=True check_existing=False filter_blender=False filter_backup=False

```

```
bpy.ops.cachefile.open(, filepath, hide_props_region=True, check_existing=True, filter_image=False, filter_movie=False, filter_python=False, filter_font=False, filter_sound=False, filter_text=False, filter_archive=False, filter_btx=False, filter_collada=False, filter_alembic=True, filter_usd=True, filter_obj=False, filter_volume=False, filter_folder=True, filter_blenlib=False, filemode=8, relative_path=True, display_type='DEFAULT', sort_method='')
```

Load a cache file

#### PARAMETERS:

- **filepath** (*string, (optional, never None)*) – File Path, Path to file
- **hide\_props\_region** (*boolean, (optional)*) – Hide Operator Properties, Collapse the region displaying the operator settings
- **check\_existing** (*boolean, (optional)*) – Check Existing, Check and warn on overwriting existing files
- **filter\_blender** (*boolean, (optional)*) – Filter .blend files
- **filter\_backup** (*boolean, (optional)*) – Filter .blend files
- **filter\_image** (*boolean, (optional)*) – Filter image files
- **filter\_movie** (*boolean, (optional)*) – Filter movie files
- **filter\_python** (*boolean, (optional)*) – Filter Python files
- **filter\_font** (*boolean, (optional)*) – Filter font files
- **filter\_sound** (*boolean, (optional)*) – Filter sound files
- **filter\_text** (*boolean, (optional)*) – Filter text files
- **filter\_archive** (*boolean, (optional)*) – Filter archive files
- **filter\_btx** (*boolean, (optional)*) – Filter btx files
- **filter\_collada** (*boolean, (optional)*) – Filter COLLADA files
- **filter\_alembic** (*boolean, (optional)*) – Filter Alembic files
- **filter\_usd** (*boolean, (optional)*) – Filter USD files
- **filter\_obj** (*boolean, (optional)*) – Filter OBJ files
- **filter\_volume** (*boolean, (optional)*) – Filter OpenVDB volume files
- **filter\_folder** (*boolean, (optional)*) – Filter folders
- **filter\_blenlib** (*boolean, (optional)*) – Filter Blender IDs
- **filemode** (*int in [1, 9], (optional)*) – File Browser Mode, The setting for the file browser mode to load a .blend file, a library or a special file
- **relative\_path** (*boolean, (optional)*) – Relative Path, Select the file relative to the blend file
- **display\_type** (*enum in ['DEFAULT', 'LIST\_VERTICAL', 'LIST\_HORIZONTAL', 'THUMBNAIL'], (optional)*) – Display Type
  - **DEFAULT** Default – Automatically determine display type for files.
  - **LIST\_VERTICAL** Short List – Display files as short list.
  - **LIST\_HORIZONTAL** Long List – Display files as a detailed list.
  - **THUMBNAIL** Thumbnails – Display files as thumbnails.
- **sort\_method** (*enum in [], (optional)*) – File sorting mode

```
bpy.ops.cachefile.reload()
```

Update objects paths list with new data from the archive