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# VolumeGrids(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.VolumeGrids(bpy_struct)`

3D volume grids

## **active\_index**

Index of active volume grid

### **TYPE:**

int in [0, inf], default 0

## **error\_message**

If loading grids failed, error message with details

### **TYPE:**

string, default “”, (readonly, never None)

## **frame**

Frame number that volume grids will be loaded at, based on scene time and volume parameters

### **TYPE:**

int in [-inf, inf], default 0, (readonly)

## **frame\_filepath**

Volume file used for loading the volume at the current frame. Empty if the volume has not be loaded or the frame only exists in memory.

### **TYPE:**

string, default “”, (readonly, never None)

## **is\_loaded**

List of grids and metadata are loaded in memory

### **TYPE:**

boolean, default False, (readonly)

## **load()**

Load list of grids and metadata from file

### **RETURNS:**

True if grid list was successfully loaded

### **RETURN TYPE:**

boolean

## **unload()**

Unload all grid and voxel data from memory

## **save(filepath)**

Save grids and metadata to file

### **PARAMETERS:**

**filepath** (*string, (never None)*) – File path to save to

### **RETURNS:**

True if grid list was successfully loaded

#### RETURN TYPE:

boolean

**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

- |   |  |
|---|--|
| • <code>bpy_struct.as_pointer</code>                      | • <code>bpy_struct.items</code>                            |
| • <code>bpy_struct.driver_add</code>                      | • <code>bpy_struct.keyframe_delete</code>                  |
| • <code>bpy_struct.driver_remove</code>                   | • <code>bpy_struct.keyframe_insert</code>                  |
| • <code>bpy_struct.get</code>                             | • <code>bpy_struct.keys</code>                             |
| • <code>bpy_struct.id_properties_clear</code>             | • <code>bpy_struct.path_from_id</code>                     |
| • <code>bpy_struct.id_properties_ensure</code>            | • <code>bpy_struct.path_resolve</code>                     |
| • <code>bpy_struct.id_properties_ui</code>                | • <code>bpy_struct.pop</code>                              |
| • <code>bpy_struct.is_property_hidden</code>              | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code>                   |
| • <code>bpy_struct.is_property_readonly</code>            | • <code>bpy_struct.type_recast</code>                      |
| • <code>bpy_struct.is_property_set</code>                 | • <code>bpy_struct.values</code>                           |

## References

- `Volume.grids`