

# DriverTarget(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.DriverTarget(bpy\_struct)

Source of input values for driver variables

## bone\_target

Name of PoseBone to use as target

### TYPE:

string, default ‘’, (never None)

## context\_property

Type of a context-dependent data-block to access property from

- `ACTIVE_SCENE` Active Scene – Currently evaluating scene.
- `ACTIVE_VIEW_LAYER` Active View Layer – Currently evaluating view layer.

### TYPE:

enum in [`‘ACTIVE_SCENE’`, `‘ACTIVE_VIEW_LAYER’`], default `‘ACTIVE_SCENE’`

## data\_path

RNA Path (from ID-block) to property used

### TYPE:

string, default ‘’, (never None)

## fallback\_value

The value to use if the data path can’t be resolved

### TYPE:

float in `[-inf, inf]`, default `0.0`

## id

ID-block that the specific property used can be found from (id\_type property must be set first)

### TYPE:

[ID](#)

## id\_type

Type of ID-block that can be used

### TYPE:

enum in [Id Type Items](#), default `‘OBJECT’`

## is\_fallback\_used

Indicates that the most recent variable evaluation used the fallback value

### TYPE:

boolean, default `False`, (readonly)

## rotation\_mode

Mode for calculating rotation channel values

### TYPE:

enum in [Rotation Mode Items](#), default `‘QUATERNION’`

enum in [Driver Target Rotation Mode Items](#), default 'AUTO'

### transform\_space

Space in which transforms are used

- `WORLD_SPACE` World Space – Transforms include effects of parenting/restpose and constraints.
- `TRANSFORM_SPACE` Transform Space – Transforms don't include parenting/restpose or constraints.
- `LOCAL_SPACE` Local Space – Transforms include effects of constraints but not parenting/restpose.

#### TYPE:

enum in ['WORLD\_SPACE', 'TRANSFORM\_SPACE', 'LOCAL\_SPACE'], default 'WORLD\_SPACE'

### transform\_type

Driver variable type

#### TYPE:

enum in ['LOC\_X', 'LOC\_Y', 'LOC\_Z', 'ROT\_X', 'ROT\_Y', 'ROT\_Z', 'ROT\_W', 'SCALE\_X', 'SCALE\_Y', 'SCALE\_Z', 'SCALE\_AVG'], default 'LOC\_X'

### use\_fallback\_value

Use the fallback value if the data path can't be resolved, instead of failing to evaluate the driver

#### TYPE:

boolean, default False

### 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

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`

- `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.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`

## References

- `DriverVariable.targets`

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