Constraints

Operators for working with an object's Constraints.

Add Constraint (with Targets)

Reference
Mode:
Object Mode and Pose Mode
Menu:
Object ‣ Constraint ‣ Add Constraint (with Targets)

Adds a constraint to the active object. The type of constraint must be chosen from a pop-up menu, though it can be changed later from the *Add Constraint (with Targets)* Adjust Last Operation panel. If there is an other object selected besides the active one, that object will be the constraint targ (if the chosen constraint accepts targets).

When using a bone from another armature as the target for a constraint, the tool will look inside the non-active armature and use its active bone, provide that armature is in Pose Mode.

Copy Constraints to Selected Objects

Reference
Mode:
Object Mode and Pose Mode
Menu:
Object ‣ Constraint ‣ Copy Constraints to Selected Objects

Copies the active object Constraints to the rest of the selected objects.

Clear Object Constraints

Reference
Mode:
Object Mode and Pose Mode
Panel:
Object ‣ Constraint ‣ Clear Object Constraints

Removes all Constraints of the selected object(s).

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