

[Skip to content](#)

CopyLocationConstraint(Constraint)

base classes — [bpy_struct](#), [Constraint](#)

class bpy.types.CopyLocationConstraint(Constraint)

Copy the location of the target

head_tail

Target along length of bone: Head is 0, Tail is 1

TYPE:

float in [0, 1], default 0.0

invert_x

Invert the X location

TYPE:

boolean, default False

invert_y

Invert the Y location

TYPE:

boolean, default False

invert_z

Invert the Z location

TYPE:

boolean, default False

subtarget

Armature bone, mesh or lattice vertex group, ...

TYPE:

string, default “”, (never None)

target

Target object

TYPE:

[Object](#)

use_bbone_shape

Follow shape of B-Bone segments when calculating Head/Tail position

TYPE:

boolean, default False

use_offset

Add original location into copied location

TYPE:

boolean, default False

use_x

Copy the target's X location

TYPE:

boolean, default False

use_y

Copy the target's Y location

TYPE:

boolean, default False

use_z

Copy the target's Z location

TYPE:

boolean, default False

classmethod `bl_ma_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_ma_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`
- `Constraint.name`
- `Constraint.type`
- `Constraint.is_override_data`
- `Constraint.owner_space`
- `Constraint.target_space`
- `Constraint.space_object`
- `Constraint.space_subtarget`
- `Constraint.mute`
- `Constraint.enabled`
- `Constraint.show_expanded`
- `Constraint.is_valid`
- `Constraint.active`
- `Constraint.influence`
- `Constraint.error_location`
- `Constraint.error_rotation`

Inherited Functions

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

- `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.items`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`
- `Constraint.bl_rna_get_subclass`
- `Constraint.bl_rna_get_subclass_py`

[Previous](#)
[Context\(bpy_struct\)](#)
[Report issue on this page](#)

Copyright © Blender Authors
Made with [Furo](#)

[Next](#)
[CopyRotationConstraint\(Constrai](#)