CopyTransformsConstraint(Constraint)

base classes — bpy_struct, Constraint

class bpy.types.**CopyTransformsConstraint(Constraint)**

Copy all the transforms of the target

head_tail

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

TYPE:

float in [0, 1], default 0.0

mix_mode

Specify how the copied and existing transformations are combined

- REPLACE Replace – Replace the original transformation with copied.
- BEFORE_FULL Before Original (Full) – Apply copied transformation before original, using simple matrix multiplication as if the constrai target is a parent in Full Inherit Scale mode. Will create shear when combining rotation and non-uniform scale..
- BEFORE Before Original (Aligned) – Apply copied transformation before original, as if the constraint target is a parent in Aligned Inherit Scale mode. This effectively uses Full for location and Split Channels for rotation and scale..
- BEFORE_SPLIT Before Original (Split Channels) – Apply copied transformation before original, handling location, rotation and scale separately, similar to a sequence of three Copy constraints.
- AFTER_FULL After Original (Full) – Apply copied transformation after original, using simple matrix multiplication as if the constraint target is a child in Full Inherit Scale mode. Will create shear when combining rotation and non-uniform scale..
- AFTER After Original (Aligned) – Apply copied transformation after original, as if the constraint target is a child in Aligned Inherit Scale mode. This effectively uses Full for location and Split Channels for rotation and scale..
- AFTER_SPLIT After Original (Split Channels) – Apply copied transformation after original, handling location, rotation and scale separately, similar to a sequence of three Copy constraints.

TYPE:

enum in ['REPLACE', 'BEFORE_FULL', 'BEFORE', 'BEFORE_SPLIT', 'AFTER_FULL', 'AFTER', 'AFTER_SPLIT'], default 'REPLACE'

remove_target_shear

Remove shear from the target transformation before combining

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

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`
- `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.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.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `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`
- `Constraint.bl_rna_get_subclass`
- `Constraint.bl_rna_get_subclass_py`