

CameraSolverConstraint(Constraint)

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

class `bpy.types.CameraSolverConstraint(Constraint)`

Lock motion to the reconstructed camera movement

clip

Movie Clip to get tracking data from

TYPE:

[MovieClip](#)

use_active_clip

Use active clip defined in scene

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.keyframe_delete](#)

- 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