

[Skip to content](#)

KinematicConstraint(Constraint)

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

class bpy.types.KinematicConstraint(Constraint)

Inverse Kinematics

chain_count

How many bones are included in the IK effect - 0 uses all bones

TYPE:

int in [0, 255], default 0

distance

Radius of limiting sphere

TYPE:

float in [0, 100], default 0.0

ik_type

TYPE:

enum in ['COPY_POSE', 'DISTANCE'], default 'COPY_POSE'

iterations

Maximum number of solving iterations

TYPE:

int in [0, 10000], default 0

limit_mode

Distances in relation to sphere of influence to allow

- `LIMITDIST_INSIDE` Inside – The object is constrained inside a virtual sphere around the target object, with a radius defined by the limit distance.
- `LIMITDIST_OUTSIDE` Outside – The object is constrained outside a virtual sphere around the target object, with a radius defined by the limit distance.
- `LIMITDIST_ONSURFACE` On Surface – The object is constrained on the surface of a virtual sphere around the target object, with a radius defined by the limit distance.

TYPE:

enum in ['LIMITDIST_INSIDE', 'LIMITDIST_OUTSIDE', 'LIMITDIST_ONSURFACE'], default 'LIMITDIST_INSIDE'

lock_location_x

Constraint position along X axis

TYPE:

boolean, default False

lock_location_y

Constraint position along Y axis

TYPE:

boolean, default False

lock_location_z

Constraint position along Z axis

Constraint position along Z axis

TYPE:

boolean, default False

lock_rotation_x

Constraint rotation along X axis

TYPE:

boolean, default False

lock_rotation_y

Constraint rotation along Y axis

TYPE:

boolean, default False

lock_rotation_z

Constraint rotation along Z axis

TYPE:

boolean, default False

orient_weight

For Tree-IK: Weight of orientation control for this target

TYPE:

float in [0.01, 1], default 0.0

pole_angle

Pole rotation offset

TYPE:

float in [-3.14159, 3.14159], default 0.0

pole_subtarget

TYPE:

string, default "", (never None)

pole_target

Object for pole rotation

TYPE:

[Object](#)

reference_axis

Constraint axis Lock options relative to Bone or Target reference

TYPE:

enum in ['BONE', 'TARGET'], default 'BONE'

subtarget

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

TYPE:

string, default "", (never None)

target

Target object

TYPE:

`Object`

use_location

Chain follows position of target

TYPE:

boolean, default False

use_rotation

Chain follows rotation of target

TYPE:

boolean, default False

use_stretch

Enable IK Stretching

TYPE:

boolean, default False

use_tail

Include bone's tail as last element in chain

TYPE:

boolean, default False

weight

For Tree-IK: Weight of position control for this target

TYPE:

float in [0.01, 1], default 0.0

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.mute`

- `Constraint.name`
- `Constraint.type`
- `Constraint.is_override_data`
- `Constraint.owner_space`
- `Constraint.target_space`
- `Constraint.space_object`
- `Constraint.space_subtarget`
- `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`