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# MovieReconstructedCamera(bpy\_struct)

base class — `bpy_struct`

**class** `bpy.types.MovieReconstructedCamera(bpy_struct)`

Match-moving reconstructed camera data from tracker

## **average\_error**

Average error of reconstruction

### **TYPE:**

float in `[-inf, inf]`, default 0.0, (readonly)

## **frame**

Frame number marker is keyframed on

### **TYPE:**

int in `[-inf, inf]`, default 0, (readonly)

## **matrix**

Worldspace transformation matrix

### **TYPE:**

`mathutils.Matrix` of 4 \* 4 items in `[-inf, inf]`, default `((0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0), (0.0, 0.0, 0.0, 0.0))`, (readonly)

**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`

## Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.items`
- `bpy_struct.driver add`
- `bpy_struct.keyframe delete`

<a href="#">bpy_struct.driver_remove</a>	<a href="#">bpy_struct.keyframe_insert</a>
<a href="#">bpy_struct.get</a>	<a href="#">bpy_struct.keys</a>
<a href="#">bpy_struct.id_properties_clear</a>	<a href="#">bpy_struct.path_from_id</a>
<a href="#">bpy_struct.id_properties_ensure</a>	<a href="#">bpy_struct.path_resolve</a>
<a href="#">bpy_struct.id_properties_ui</a>	<a href="#">bpy_struct.pop</a>
<a href="#">bpy_struct.is_property_hidden</a>	<a href="#">bpy_struct.property_overridable_library_set</a>
<a href="#">bpy_struct.is_property_overridable_library</a>	<a href="#">bpy_struct.property_unset</a>
<a href="#">bpy_struct.is_property_readonly</a>	<a href="#">bpy_struct.type_recast</a>
<a href="#">bpy_struct.is_property_set</a>	<a href="#">bpy_struct.values</a>

## References

- [MovieTrackingReconstructedCameras.find\\_frame](#)
- [MovieTrackingReconstruction.cameras](#)