## Skip to content ChildOfConstraint(Constraint)

```
base\ classes -- \ \texttt{bpy\_struct}\ , \ \texttt{Constraint}
 class bpy.types.ChildOfConstraint(Constraint)
                Create constraint-based parent-child relationship
                  inverse matrix
                                Transformation matrix to apply before
                                TYPE:
                                                   \texttt{mathutils.Matrix} \  \, \text{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), (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, 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, 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, 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), (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, 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, 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), (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, 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, 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), (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, 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, 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), (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, 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, 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, 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), (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, 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, 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), (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)
                  set_inverse_pending
                                Set to true to request recalculation of the inverse matrix
                                TYPE:
                                                 boolean, default False
                  subtarget
                                Armature bone, mesh or lattice vertex group, ...
                                TYPE:
                                                 string, default ", (never None)
                  target
                                Target object
                                TYPE:
                                                  Object
                  use_location_x
                                Use X Location of Parent
                                TYPE:
                                                 boolean, default False
                   use_location_y
                                Use Y Location of Parent
                                TYPE:
                                                 boolean, default False
                   use location z
                                Use Z Location of Parent
                                TYPE:
                                                boolean, default False
                   use_rotation_x
                                Use X Rotation of Parent
                                TYPE:
                                                 boolean, default False
```

```
use_rotation_y
   Use Y Rotation of Parent
    TYPE:
        boolean, default False
use\_rotation\_z
   Use Z Rotation of Parent
    TYPE:
        boolean, default False
use_scale_x
   Use X Scale of Parent
   TYPE:
        boolean, default False
use_scale_y
   Use Y Scale of Parent
   TYPE:
        boolean, default False
use_scale_z
   Use Z Scale of Parent
    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.mute • Constraint.name • Constraint.enabled • Constraint.type • Constraint.show expanded • Constraint.is\_override\_data • Constraint.is\_valid • Constraint.owner space • Constraint.active

- Constraint.target\_space

- Constraint.influence
- Constraint.space\_object Constraint.error\_location
- Constraint.space subtarget 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.type\_recast
- 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.values
- Constraint.bl\_rna\_get\_subclass
- Constraint.bl rna get subclass py

Previous ChannelDriverVariables(bpy\_struct)

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