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PoseBoneConstraints(bpy_struct)

base class — [bpy_struct](#)

class bpy.types.PoseBoneConstraints(bpy_struct)

Collection of pose bone constraints

active

Active PoseChannel constraint

TYPE:

[Constraint](#)

new(type)

Add a constraint to this object

PARAMETERS:

type (enum in [Constraint Type Items](#)) – Constraint type to add

RETURNS:

New constraint

RETURN TYPE:

[Constraint](#)

remove(constraint)

Remove a constraint from this object

PARAMETERS:

constraint ([Constraint](#) , (never None)) – Removed constraint

move(from_index, to_index)

Move a constraint to a different position

PARAMETERS:

- **from_index** (*int in [-inf, inf]*) – From Index, Index to move
- **to_index** (*int in [-inf, inf]*) – To Index, Target index

copy(constraint)

Add a new constraint that is a copy of the given one

PARAMETERS:

constraint ([Constraint](#) , (never None)) – Constraint to copy - may belong to a different object

RETURNS:

New constraint

RETURN TYPE:

[Constraint](#)

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`

Inherited Functions

- | | |
|---|--|
| • <code>bpy_struct.as_pointer</code> | • <code>bpy_struct.items</code> |
| • <code>bpy_struct.driver_add</code> | • <code>bpy_struct.keyframe_delete</code> |
| • <code>bpy_struct.driver_remove</code> | • <code>bpy_struct.keyframe_insert</code> |
| • <code>bpy_struct.get</code> | • <code>bpy_struct.keys</code> |
| • <code>bpy_struct.id_properties_clear</code> | • <code>bpy_struct.path_from_id</code> |
| • <code>bpy_struct.id_properties_ensure</code> | • <code>bpy_struct.path_resolve</code> |
| • <code>bpy_struct.id_properties_ui</code> | • <code>bpy_struct.pop</code> |
| • <code>bpy_struct.is_property_hidden</code> | • <code>bpy_struct.property_overridable_library_set</code> |
| • <code>bpy_struct.is_property_overridable_library</code> | • <code>bpy_struct.property_unset</code> |
| • <code>bpy_struct.is_property_readonly</code> | • <code>bpy_struct.type_recast</code> |
| • <code>bpy_struct.is_property_set</code> | • <code>bpy_struct.values</code> |

References

- `PoseBone.constraints`