

[Skip to content](#)

# ConstraintTargetBone(bpy\_struct)

base class — `bpy_struct`

`class bpy.types.ConstraintTargetBone(bpy_struct)`

Target bone for multi-target constraints

**subtarget**

Target armature bone

**TYPE:**

string, default ‘’, (never None)

**target**

Target armature

**TYPE:**

`Object`

**weight**

Blending weight of this bone

**TYPE:**

float in [0, 1], default 0.0

**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

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`

- 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.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

## References

- [ArmatureConstraint.targets](#)
- [ArmatureConstraintTargets.new](#)
- [ArmatureConstraintTargets.remove](#)

[Previous](#)  
[ConstraintTarget\(bpy\\_struct\)](#)  
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