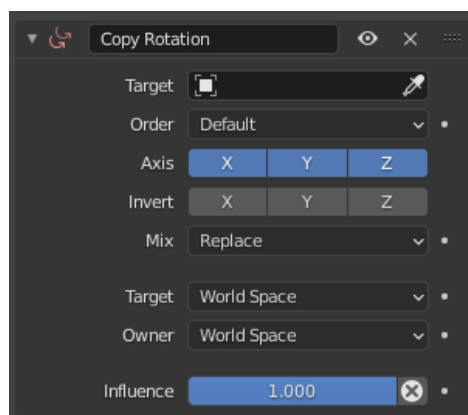


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Copy Rotation Constraint

The *Copy Rotation* constraint forces its owner to match the rotation of its target.

Options



Copy Rotation panel.

Target

[Data ID](#) used to select the constraints target, and is not functional (red state) when it has none. See [common constraint properties](#) for more information.

Order

Allows specifying which [Euler](#) order to use during the copy operation. Defaults to the order of the owner.

Axis

These buttons control which axes are constrained.

Invert

Invert their respective corresponding axis coordinates.

Mix

Specifies how the new rotation is combined with the existing rotation.

Replace

The new axis values replace existing values.

Add

The new axis values are added to the existing values.

Before Original

The new rotation is added before the existing rotation, as if it was applied to a parent of the constraint owner.

After Original

The new rotation is added after the existing rotation, as if it was applied to a child of the constraint owner.

Offset (Legacy)

This replicates the behavior of the original Offset checkbox. It was intended to be similar to the *Before Original* behavior, but does not work correctly with multiple axis rotations, and is thus deprecated.

Target/Owner

Standard conversion between spaces. See [common constraint properties](#) for more information.

Influence

Controls the percentage of affect the constraint has on the object. See [common constraint properties](#) for more information.

Example

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