

# LimitRotationConstraint(Constraint)

base classes — [bpy\\_struct](#), [Constraint](#)

**class** bpy.types.**LimitRotationConstraint**(**Constraint**)

Limit the rotation of the constrained object

**euler\_order**

Explicitly specify the euler rotation order

- `AUTO` Default – Euler using the default rotation order.
- `XYZ` XYZ Euler – Euler using the XYZ rotation order.
- `XZY` XZY Euler – Euler using the XZY rotation order.
- `YXZ` YXZ Euler – Euler using the YXZ rotation order.
- `YZX` YZX Euler – Euler using the YZX rotation order.
- `ZXY` ZXY Euler – Euler using the ZXY rotation order.
- `ZYX` ZYX Euler – Euler using the ZYX rotation order.

**TYPE:**

enum in [`'AUTO'`, `'XYZ'`, `'XZY'`, `'YXZ'`, `'YZX'`, `'ZXY'`, `'ZYX'`], default `'AUTO'`

**max\_x**

Upper X angle bound

**TYPE:**

float in [-1000, 1000], default 0.0

**max\_y**

Upper Y angle bound

**TYPE:**

float in [-1000, 1000], default 0.0

**max\_z**

Upper Z angle bound

**TYPE:**

float in [-1000, 1000], default 0.0

**min\_x**

Lower X angle bound

**TYPE:**

float in [-1000, 1000], default 0.0

**min\_y**

Lower Y angle bound

**TYPE:**

float in [-1000, 1000], default 0.0

**min\_z**

Lower Z angle bound

**TYPE:**

float in [-1000, 1000], default 0.0

float in  $[-1000, 1000]$ , default 0.0

boolean, default False

- `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.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.type_recast`
- `bpy_struct.values`
- `Constraint.bl_rna_get_subclass`
- `Constraint.bl_rna_get_subclass_py`