ArmatureConstraintTargets(bpy_struct)

base class — `bpy_struct`

class bpy.types.**ArmatureConstraintTargets(bpy_struct)**

>   Collection of target bones and weights

>   **new()**

>>   Add a new target to the constraint

>>   **RETURNS:**

>>>   New target bone

>>   **RETURN TYPE:**

>>>   `ConstraintTargetBone`

>   **remove(target)**

>>   Delete target from the constraint

>>   **PARAMETERS:**

>>>   **target** (`ConstraintTargetBone`, (never None)) – Target to remove

>   **clear()**

>>   Delete all targets from object

>   **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.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.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

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