

```
..._mod.use_z = False
operation == "MIRROR_Y"
mirror_mod.use_x = False
mirror_mod.use_y = True
mirror_mod.use_z = False
operation == "MIRROR_Z"
mirror_mod.use_x = False
mirror_mod.use_y = False
mirror_mod.use_z = True
```

NODE 01

NODE 02

NODE 03

BLOCK 01

NODE 04

NODE 05

```
selection at the end -add
obj.select= 1
mirror_ob.select=1
context.scene.objects.active
"Selected" + str(modifier
mirror_ob.select = 0
bpy.context.selected_ob
data.objects[one.name].select
print("please select exact
```

OPERATOR CLASSES

```
types.Operator):
X mirror to the selected
object.mirror_mirror_x"
```

NODE 06

CODE 02