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... modifier_ob.modifiers.new("...")
... object to mirror_ob
mirror_mod.mirror_object = mirror_ob

class MirrorMod:
    operation == "MIRROR_X":
        mirror_mod.use_x = True
        mirror_mod.use_y = False
        mirror_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

... selection at the end -add back the deselected
mirror_ob.select= 1
mirror_ob.select=1
context.scene.objects.active = modifier_ob
obj.name="selected" + str(modifier_ob) # modifier
mirror_ob.select = 0
obj.context.selected_objects[0]
obj.objects[one.name].select = 1

print("please select exactly two objects")

OPERATOR CLASSES

class MirrorOperator(Operator):
    """Mirror X mirror to the selected object"""
    name = "mirror_mirror_x"
    bl_label = "Mirror X"

    def execute(self, context):
        context.active_object is not None
```

