

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

selection at the end, add
_ob.select=1
er_ob.select=1
context.scene.objects.active
"Selected" + str(modifier
error_ob.select = 0
bpy.context.selected_ob
ta.objects[one.name].select
int("please select exact
OPERATOR CLASSES
```