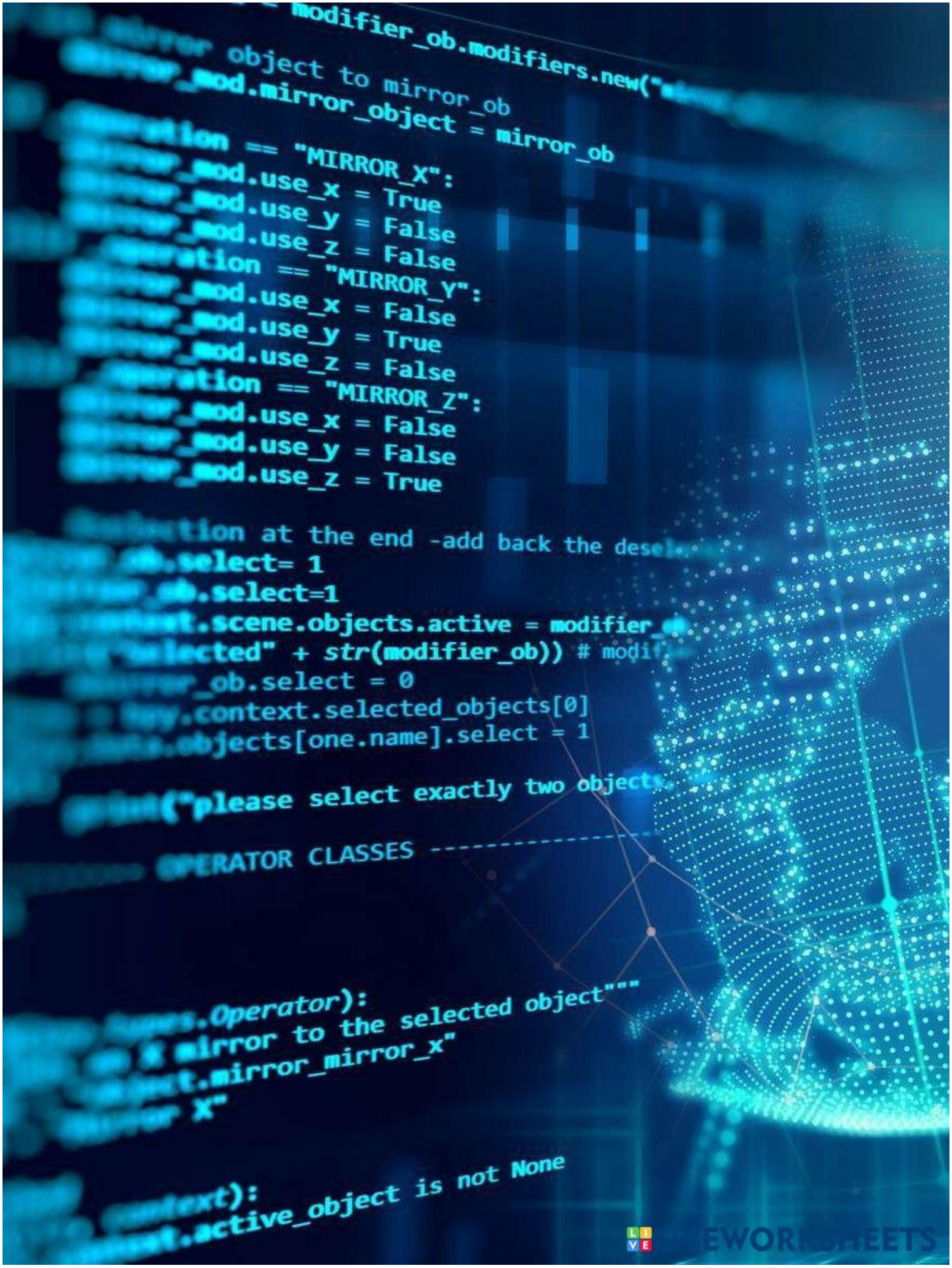
modifier_ob.modifiers.new("
object to mirror_ob
mirror_object = mirror_ob
"MIRROR_X":
use_x = True
use_y = False
use_z = False
"MIRROR_Y":
use_x = False
use_y = True
use_z = False
"MIRROR_Z":
use_x = False
use_y = False
use_z = True
at the end -add back the
select= 1
select=1
scene.objects.active = modifier
selected" + str(modifier_ob)) # modif
ob.select = 0
context.selected_objects[0]
objects[one.name].select = 1
"please select exactly two objects
OPERATOR CLASSES
Operator):
mirror to the selected object""
mirror_mirror_x"
X"
context):
active_object is not None