

```
for object to mirror_...
mirror_mod.mirror_object

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
mirror_ob.select= 1
modifier_ob.select=1
context.scene.objects.active
("Selected" + str(modifier_ob
mirror_ob.select = 0
= bpy.context.selected_obj
data.objects[one.name].select

print("please select exactly

-- OPERATOR CLASSES -----

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



FOR MORE INFO ON SECO
BOARDS' BSPS:

<https://secospa.atlassian.net/wiki/spaces/WS/overview>