



Groupie trackers

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sommaire

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introduction



Back-end




```
for object to mirror_mod.mirror_object == "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.name))
mirror_ob.select = 0
= bpy.context.selected_object
data.objects[one.name].select
```

```
print("please select exactly")
```

Front-end



Amelioration possible

Conclusion du Projet

