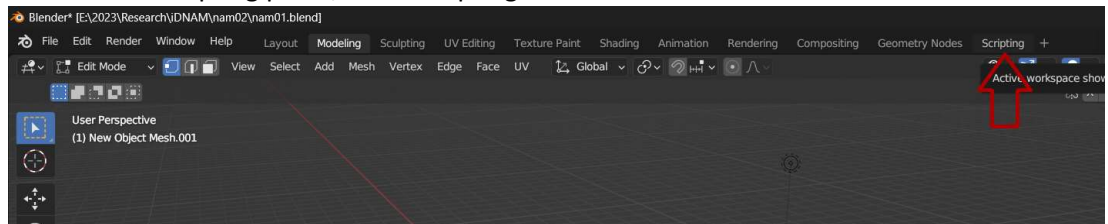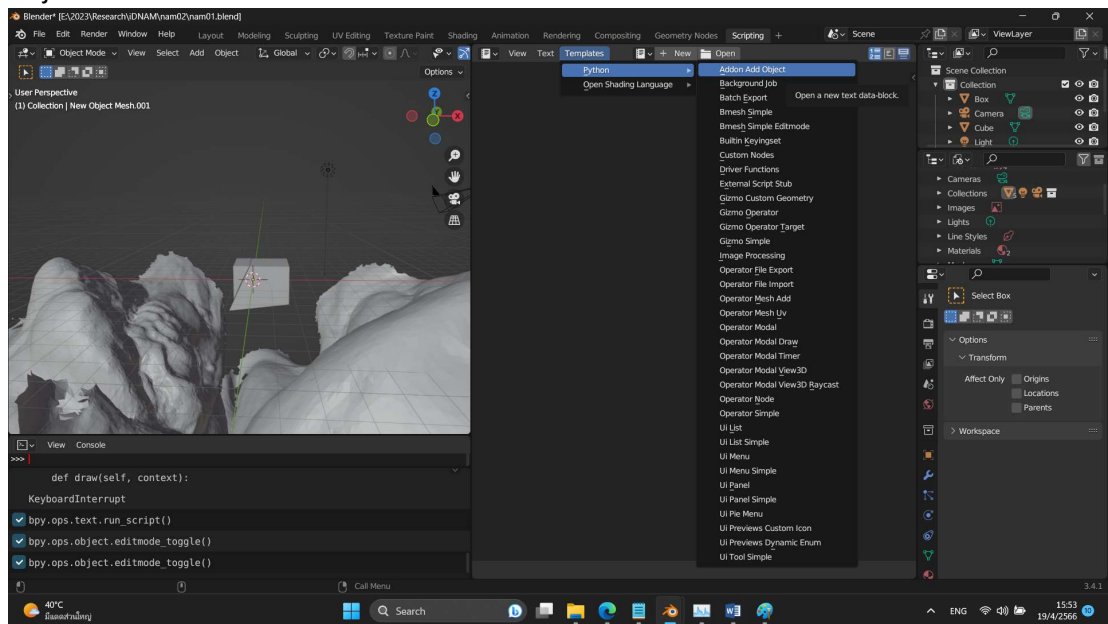How to add a customized menu to Blender
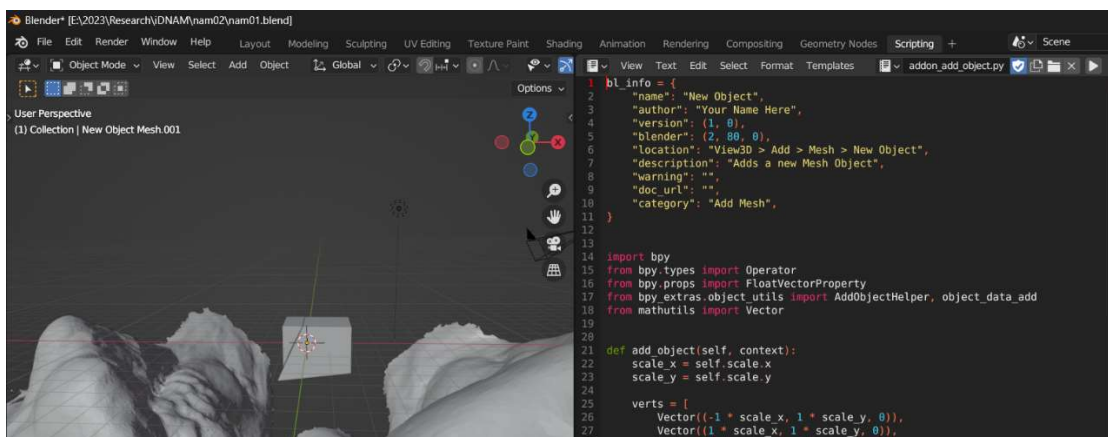
1. Get into the scripting panel, click "scripting"

2. Get a code template for add on object: Click "Templates" > Choose "Python" > "Addon Add Object"

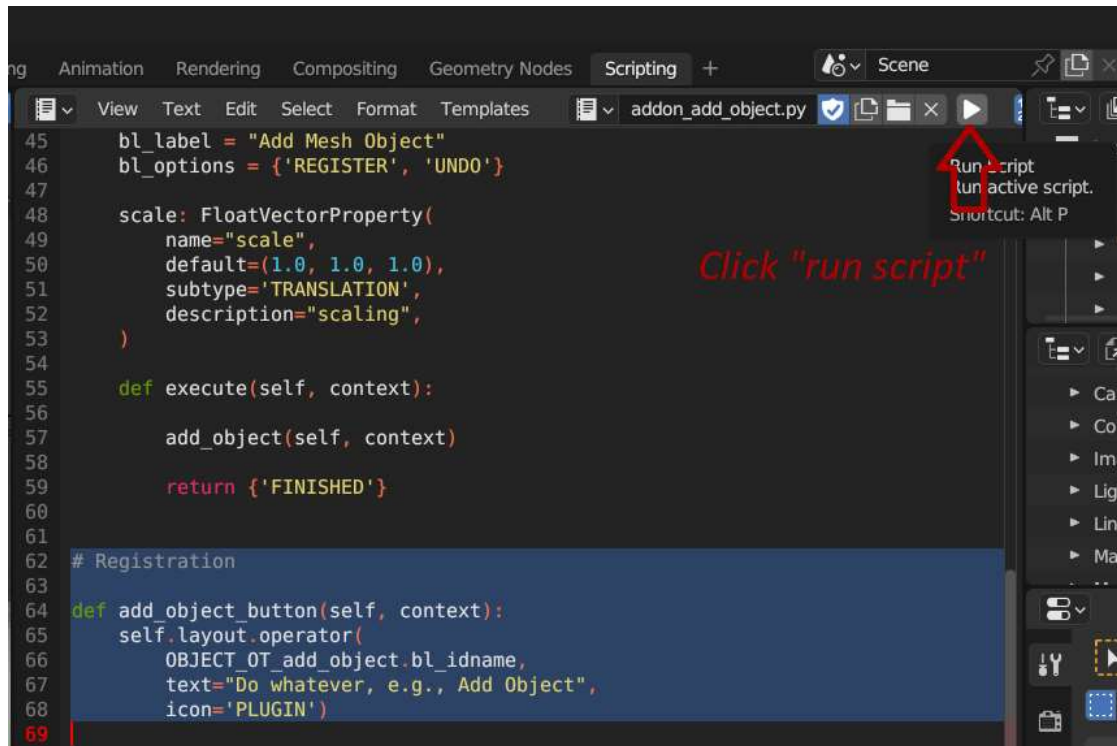3. Edit the code template to suit our need

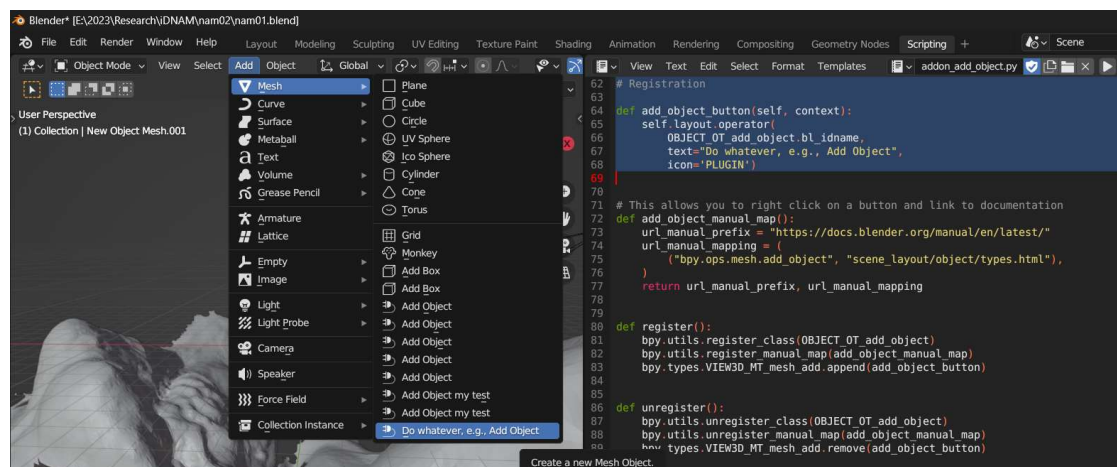E.g, try edit the menu name to "Do whatever, e.g., Add Object"

```
# Registration
```

```
def add_object_button(self, context):
    self.layout.operator(
        OBJECT_OT_add_object.bl_idname,
        text="Do whatever, e.g., Add Object",
        icon='PLUGIN')
```

4. Run.

5. Done! Now we have a new menu item ready for service.

If clicked, we will see a new object (a boring flat rectangle centered at the origin) is added.