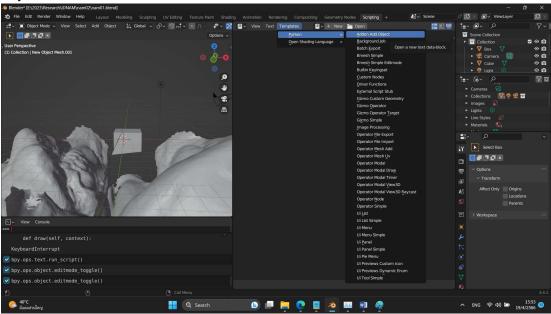
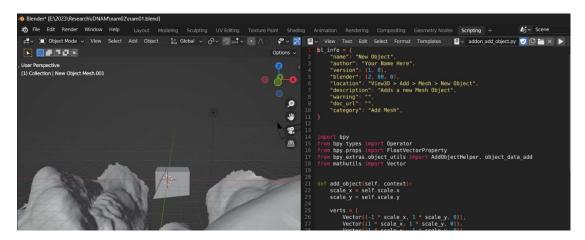
1. Get into the scripting panel, click "scripting"



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



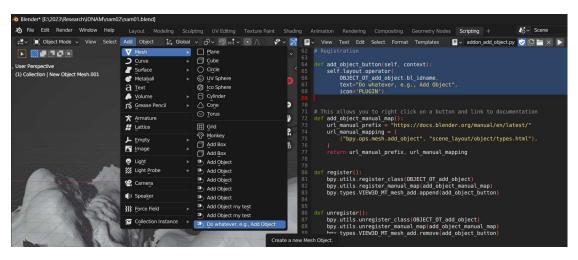
E.g, try edit the menu name to "Do whatever, e.g., Add Object"

```
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.

```
lo ∨ Scene
                                                                                            ☆□
 Animation Rendering Compositing Geometry Nodes Scripting +
                                                 ■ v addon_add_object.py v □ = ×
■ View Text Edit Select Format Templates
       bl label = "Add Mesh Object"
       bl_options = {'REGISTER', 'UNDO'}
                                                                                    Run Ecript
lun active script.
       scale: FloatVectorProperty(
                                                                                    Snortcut: Alt P
           name="scale",
default=(1.0, 1.0, 1.0),
           subtype='TRANSLATION'
           description="scaling",
       def execute(self, context):
           add_object(self, context)
           return {'FINISHED'}
   def add_object_button(self, context):
       self layout operator(
           OBJECT_OT_add_object.bl_idname,
            text="Do whatever, e.g., Add Object",
            icon='PLUGIN')
```

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.

To remove added menu, run the following command at python console

bpy.ops.script.reload()