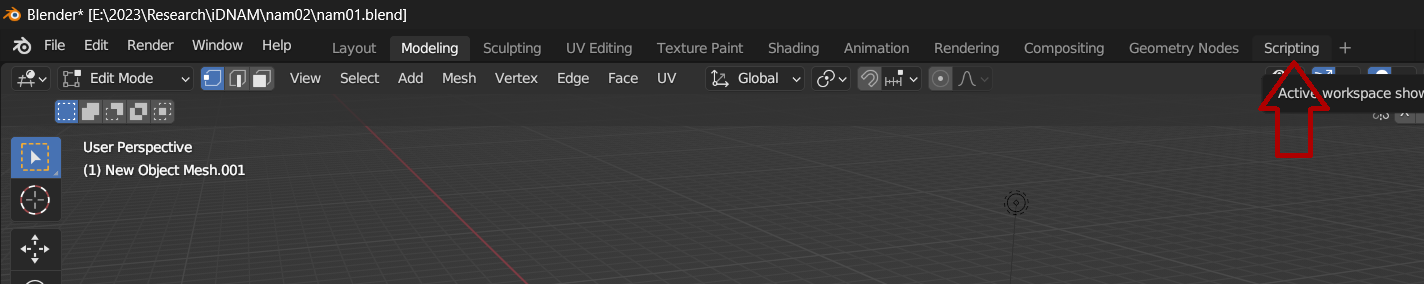
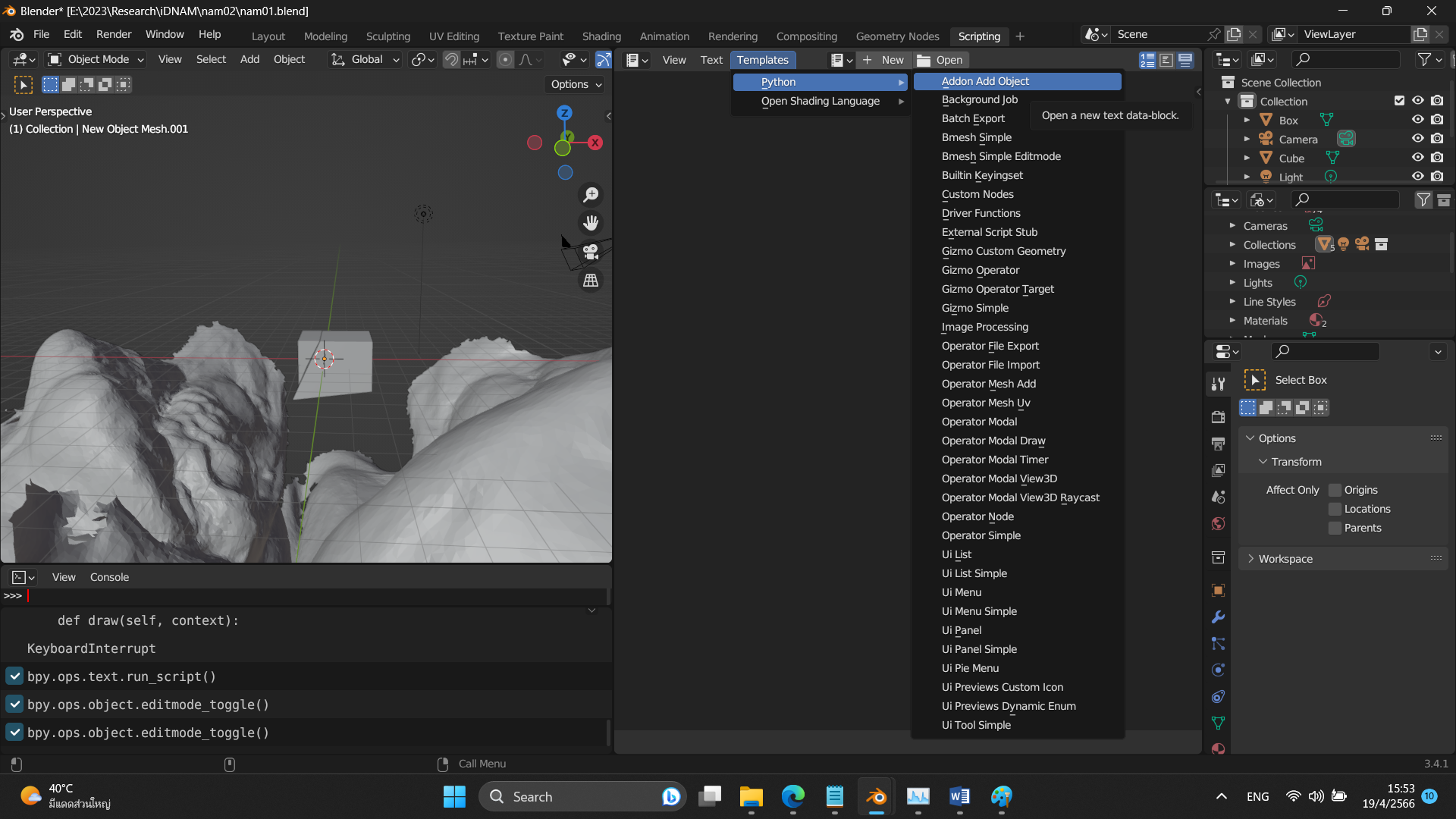
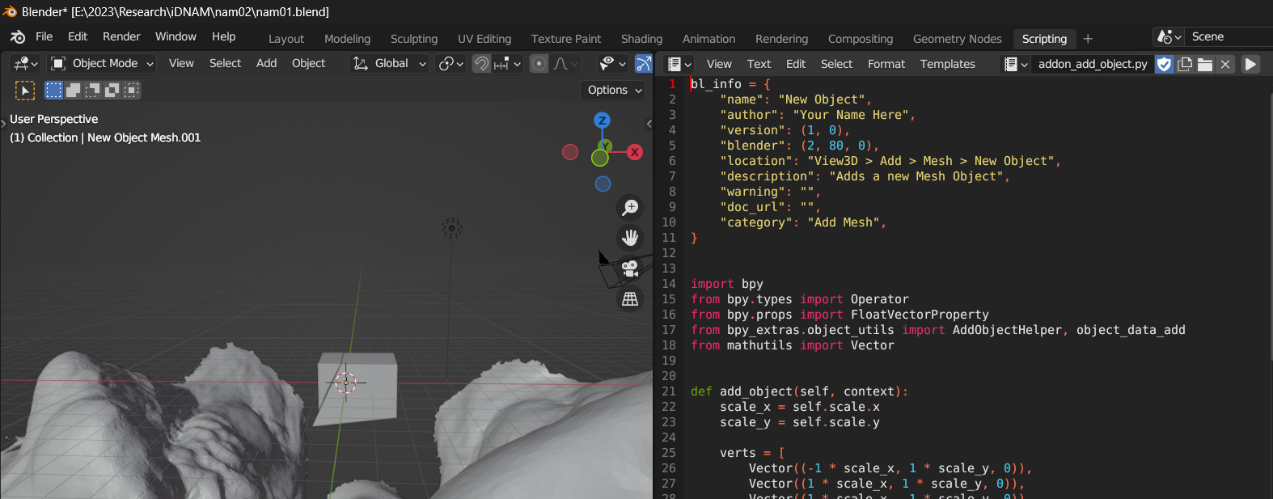
How to add a customized menu to Blender

1. Get into the scripting panel, click “scripting”



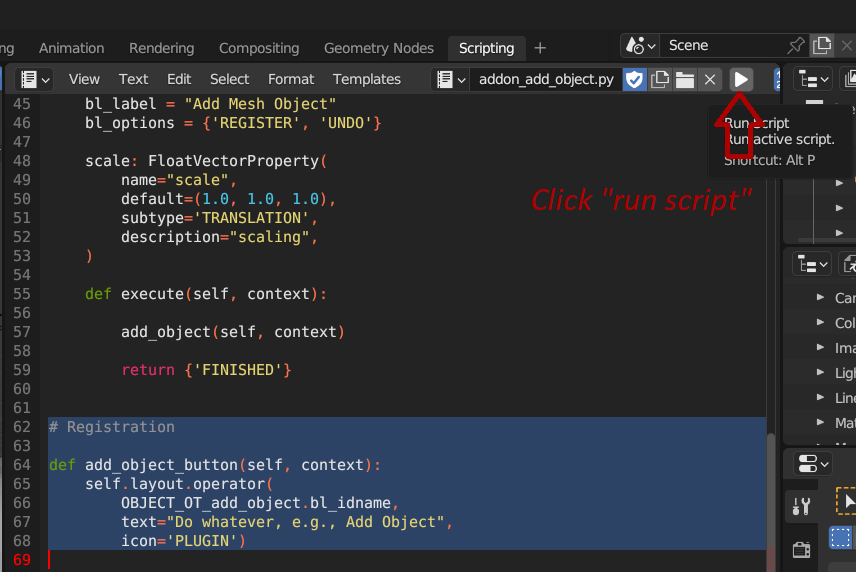
1. Get a code template for add on object: Click “Templates” > Choose “Python” > “Addon Add Object”
2. Edit the code template to suit our need



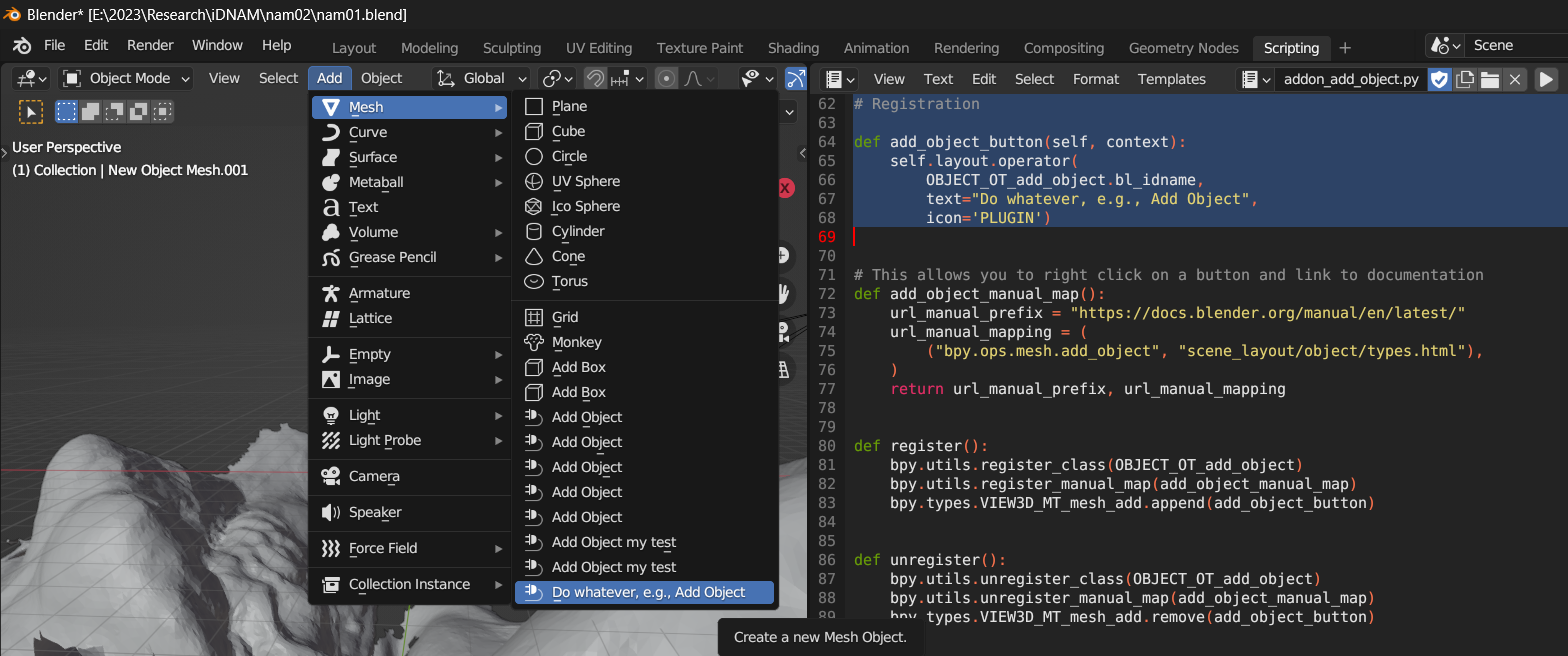
E.g, try edit the menu name to “Do whatever, e.g., Add Object”

|  |
| --- |
| # 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') |

1. Run.



1. 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() |