



“Knowledge cycles on software development”

SEMINÁRIO

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SALA CTT

Edifício Quelhas 6

```
elif_operation == "MIRROR_X":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
elif_operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

#selection at the end -add back the deselected
mirror_ob.select= 1
modifier_ob.select=1
bpy.context.scene.objects.active = modifier_ob
print("Selected" + str(modifier_ob)) # modifier ob
del mirror_ob.select = 0

name = bpy.context.selected_objects[0]
name.data.path_from_id(id)
name.data.path_from_id(id)

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```