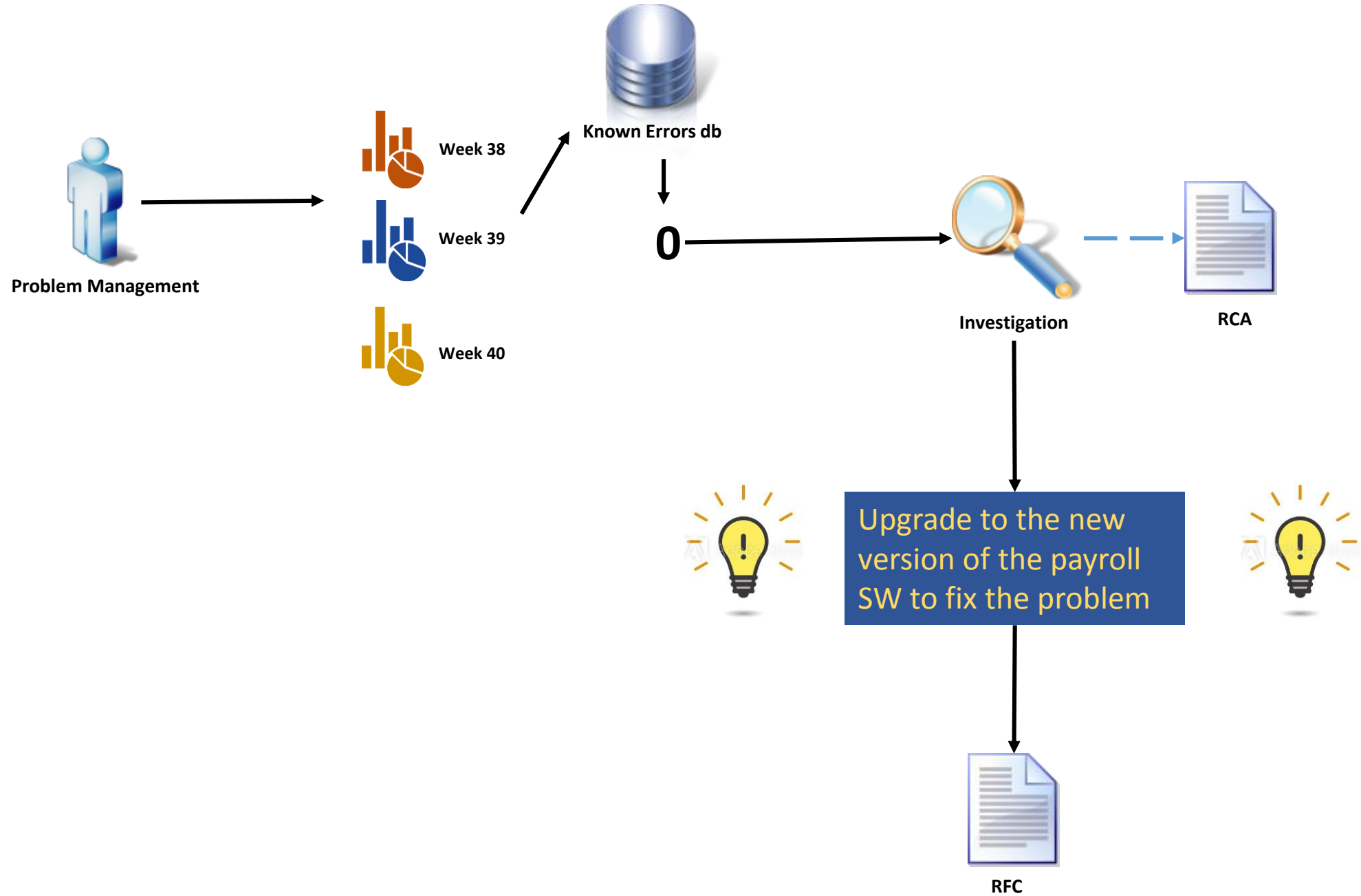
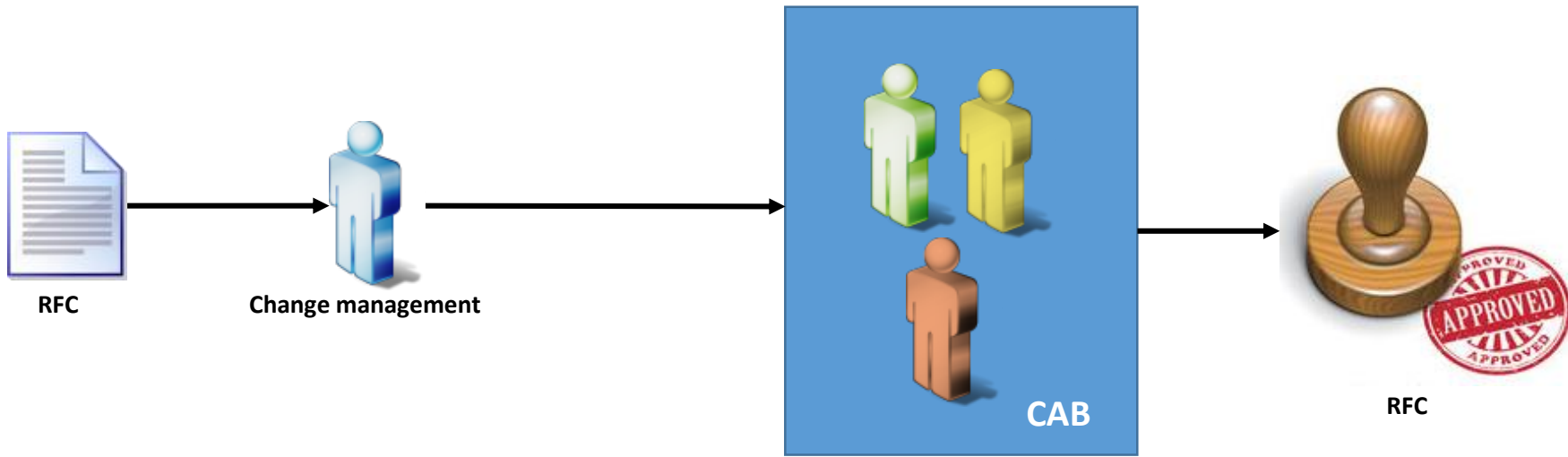
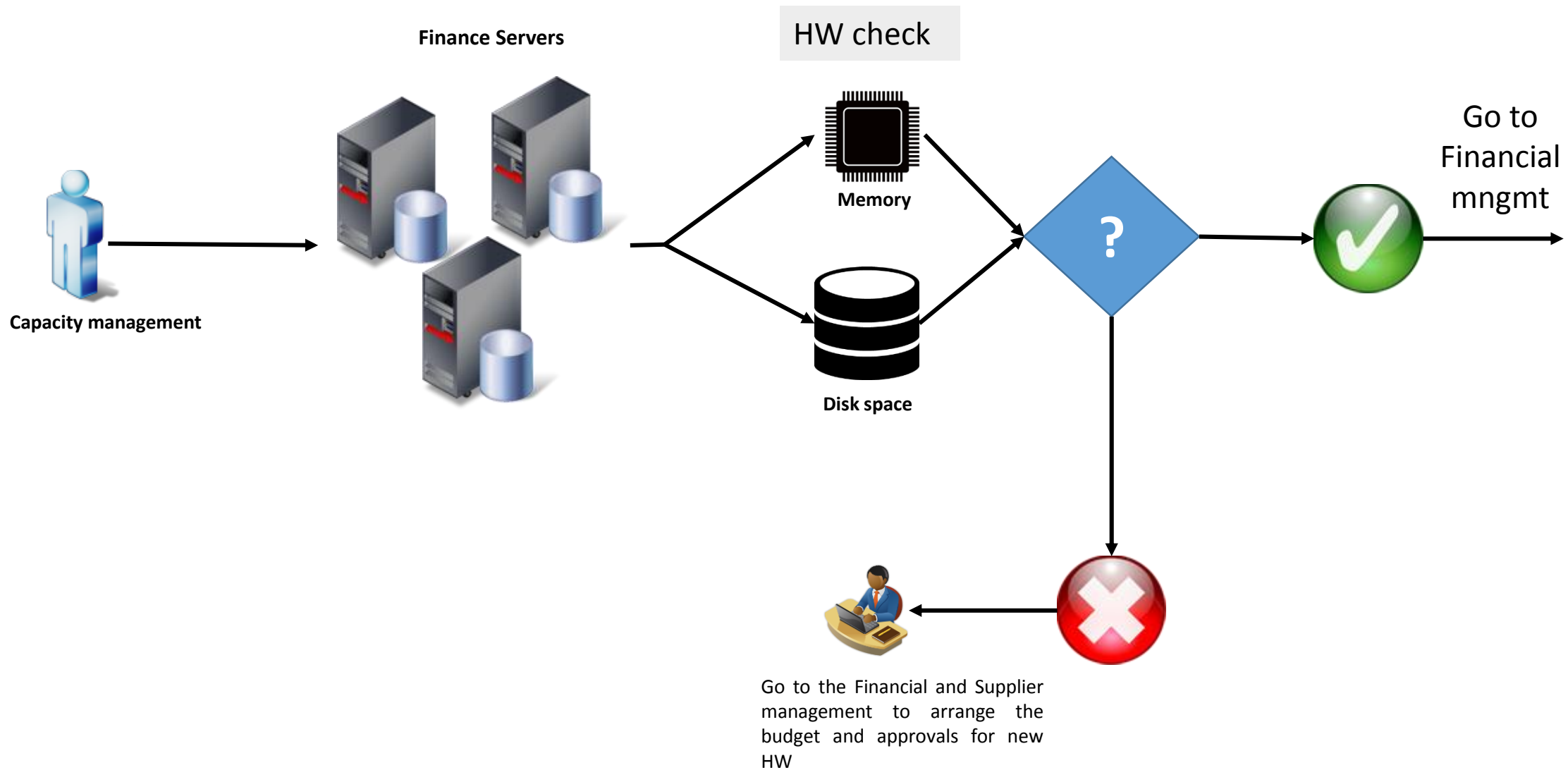


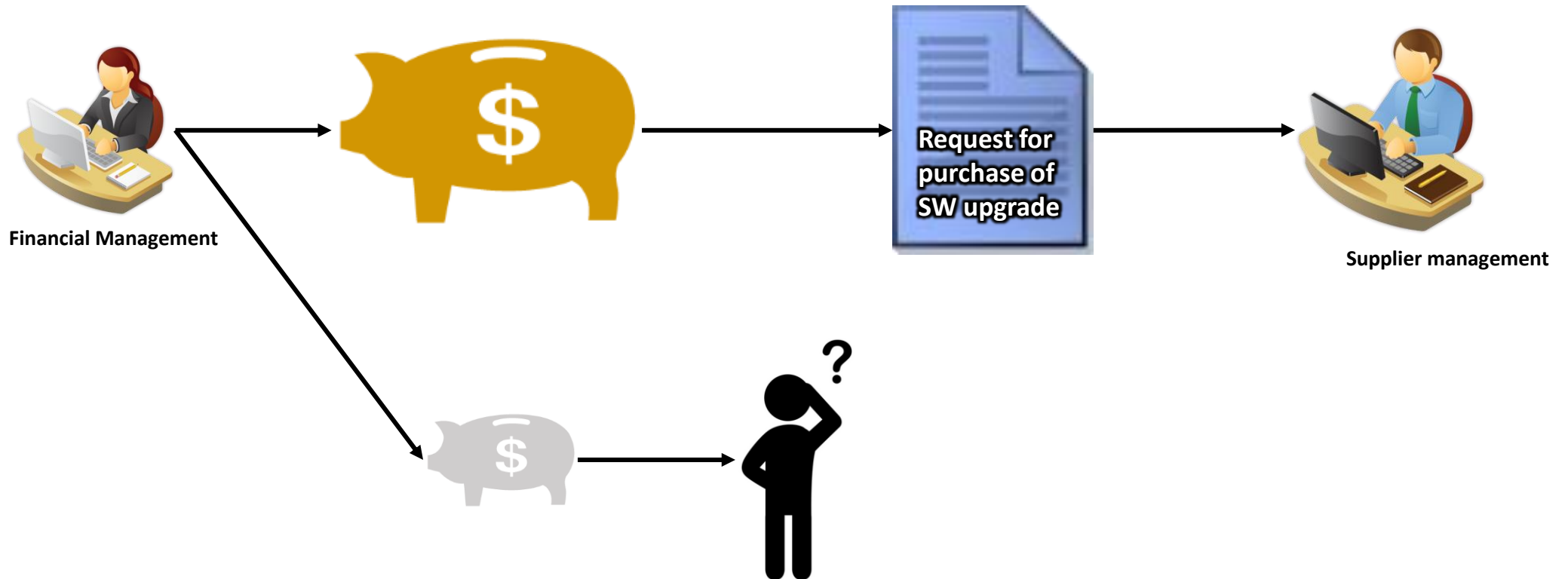
Next Monday morning...

Next Monday morning...











Release management



```
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 back the deselection
one_ob.select= 1
other_ob.select=1
context.scene.objects.active = modifier_ob
obj.selected" + str(modifier_ob)) # modifier
mirror_ob.select = 0
key.context.selected_objects[0]
context.objects[one.name].select = 1

print("please select exactly two objects,
OPERATOR CLASSES -----
```

SW upgrade

