

HDR EXPO 2019

```
mirror_x =  
  use_x = True  
  use_y = False  
  use_z = False  
  mirror_y =  
  mirror_z =  
  mod_use_x = False  
  mod_use_y = True  
  mod_use_z = False  
  rotation = "mirror"  
  mirror_mod_use_x = False  
  mirror_mod_use_y = False  
  mirror_mod_use_z = True  
  
selection at the end  
obj.select-1  
mirror_obj.select-1  
context.scene.objects.a  
"Selected" + str(mod  
error_obj.select-1  
bpy.context.selected  
obj.objects[one.name]  
("please select on  
RATOR CLASSES -  
  
obj) and  
to the sel  
mirror_x
```

