



Mike (db&w) Yesterday at 11:10

Yay, I wrote my first proper Blender script. It select all items that have the same vertex count as the current selection.

```
bl_info = {
    "name": "Select by Vertex Count",
    "category": "Object",
    "location": "View3D > Select > Select Linked",
    "blender": (2, 93, 0),
    "version": (0, 1),
    "author": "db&w GbR",
    "support": "COMMUNITY"
}

import bpy

class SelectByVertexCountOperator(bpy.types.Operator):
    """Select all meshes with the same vertex count as the currently selected mesh"""
    bl_idname = "object.select_by_vertex_count"
    bl_label = "Select by Vertex Count"

    @classmethod
    def poll(cls, context):
        return context.active_object is not None

    def execute(self, context):
        active_object = bpy.context.view_layer.objects.active
        active_verts = len(active_object.data.vertices)

        for all_objects in bpy.context.view_layer.objects:
            if all_objects.type == 'MESH':
                all_objects_verts = len(all_objects.data.vertices)
                if all_objects_verts == active_verts:
                    all_objects.select_set(state = True)
        return {'FINISHED'}
```



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SELECT BY VERTEX COUNT