

## AR3f-v05

### Commit

- button AllSet which hides sliders and text
- button TogglePlaneDetection which enables and disables plane

### Instructions for user

1. point your camera at the floor and scan around
2. tap on the screen to place 3D object
3. scale 3D object using slider
4. rotate 3D object using slider
5. Press the button AllSet to hide sliders and text
6. press the button TogglePlaneDetection to disables the plane

\*see folder "Preview"

### Tested with

HW

-Windows10 notebook (MSI P65 Creator 8RE-042CZ with Intel Core i7 8750H Coffee Lake, RAM 16GB DDR4, NVIDIA GeForce GTX 1060 Max-Q 6GB)

-Android smartphone (Samsung Galaxy S9+ and Xiaomi Mi A3 with Android 9.0(Pie))

SW

-Unity 2019.1.5f1 (components: Android Build Support)

-AR Foundation preview.3 - 2.1.0 (including ARCore XR Plugin preview.5 - 2.1.0 and ARKit XR Plugin preview.5 - 2.1.0)

-Visual Studio 2017, Version 15.9.14

-Android Studio, Version 3.5 (with Android SDK for Android 10.0 Q), see [unity Android environment setup](#) and Unity->Edit->Preferences->External Tools)

-Java Development Kit (OpenJDK 1.8.0.152), see [unity Android environment setup](#) and Unity->Edit->Preferences->External Tools)

### Based on

-sample scene "Scale" using Scale Controller.cs, MakeAppearonPlane.cs, RotationController.cs attached to ARSessionOrigin

-sample scene "TogglePlaneDetection" using PlaneDetectionController.cs (with AR Plane Debug Visualizer) attached to ARSessionOrigin and OnClick button action

-[tutorial](#) about on click action with buttons and scripts (Open and Close Menus with Buttons or Escape Key | Unity 2018 Game Development by Chris' Tutorials)

