///For RayCast Triggering in AR

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class Ray\_Trigger : MonoBehaviour

{

Public GameObject vivek;

private void Start()

{

}

void Update()

{

RaycastHit hit;

if (Input.GetMouseButtonDown(0))

{

hit = processRaycast();

}

}

private RaycastHit processRaycast()

{

RaycastHit hit;

var ray = Camera.main.ScreenPointToRay(Input.mousePosition);

if (Physics.Raycast(ray, out hit))

{

hit = ProcessSelectedObject(hit);

Debug.Log("hit");

}

else

{

processDeselection(hit);

}

return hit;

}

private void processDeselection(RaycastHit hit)

{

Debug.Log("Raycast did not hit anything!");

}

public RaycastHit ProcessSelectedObject(RaycastHit hit)

{

//write your code here

if (hit.transform.CompareTag("Handy"))

{

vivek.SetActive(true);

}

return hit; // since the return type is raycasthit

}

}