<!doctype HTML>

<html>

    <head>

        <meta name="viewport" content="width=device-width, user-scalable=no, minimum-scale=1.0, maximum-scale=1.0">

    </head>

    <script src="https://aframe.io/releases/0.9.0/aframe.min.js"></script>

    <script src="https://rawgit.com/jeromeetienne/AR.js/master/aframe/build/aframe-ar.min.js"></script>

    <script src="https://rawgit.com/donmccurdy/aframe-extras/master/dist/aframe-extras.loaders.min.js"></script>

    <body style='margin : 0px; overflow: hidden;'>

        <!-- we add detectionMode and matrixCodeType to tell AR.js to recognize barcode markers -->

        <a-scene embedded arjs='sourceType: webcam; debugUIEnabled: false; detectionMode: mono\_and\_matrix; matrixCodeType: 4x4;'>

        <a-marker type='barcode' value='99'>

            <a-box position='0 1 0' color="yellow"></a-box>

        </a-marker>

<a-marker type='barcode' value=’22’>

            <a-box position='0 1 0' color="yellow"></a-box>

        </a-marker>

        <!-- use this <a-entity camera> to support multiple-markers, otherwise use <a-marker-camera> instead of </a-marker> -->

        <a-entity camera></a-entity>

        </a-scene>

    </body>

</html>