<https://stackoverflow.com/questions/52189426/how-to-get-intellisense-in-visual-studio-code-for-unity-functions-names>

There must have been an issue in your **Assembly-CSharp.csproj** or **project-name.sln** files. Most likely to be the *.csproj* file. If you take a look at it, you will see various references to .dll files.

You can tell Unity (my version: *v2019.2.20f1*) to create these for you by enabling Edit > Preferences > Generate all .csproj files.

1. Delete both files.

2. Enable .csproj file generation.

3. Double click on a script in Unity.

This fixed my issue.

<https://www.youtube.com/watch?v=Ml2UakwRxjk>

For everyone having problems on android with the placement indicator not showing i got it working! This is what i did: 1. To your AR Session Origin gameobject add the component "ARPlaneManager". (You do not need to provide a plane prefab unless you want to visualize the detected planes) 2. In the Tracked Pose Driver component of you AR Camera change the Update Type to "Update" (The marker will still show if you omit this step but it will be super jittery) 3. Enjoy a smooth marker! :D

ARSessionOrigin.Raycast() has been moved to ARRaycastManager.Raycast(), just use the ARRaycastManager as a new component on your AR Origin GameObject. You need to add this yourself in Unity!

*arOrigin.GetComponent<ARRaycastManager>().Raycast(screenCenter, hits, UnityEngine.XR.ARSubsystems.TrackableType.Planes);*

For debugging follow this guide: <https://bertt.wordpress.com/2018/06/12/how-to-debug-your-unity3d-android-application-in-visual-studio/>

If disappears in unity:

‘Adb connect <IP>’ in CMD

‘Build and Run’ in Unity

UV mapping in Blender:

<https://www.youtube.com/watch?v=fZSD7pVIUkY>