



ADD IMAGE ANCHOR SCRIPT

- In the Text Editor, click the pencil icon next to `Script in the Documents` area on the left of the window, and then rename the script `"imageTargetAnchor"`.
- In the lower left of the Text Editor, choose Save .
- Replace the contents of the imageTargetAnchor script with the following.

```
'use strict';

function setup(args, ctx) {
  ctx.firstUpdate = true;
  ctx.imageFound = false;
  ctx.baseRotationMatrix = new
  sumerian.Matrix3(sumerian.Matrix3.IDENTITY);
  ctx.matrix = new sumerian.Matrix3();
  ctx.quatMatrix = new sumerian.Matrix3();
  ctx.quaternion = new sumerian.Quaternion();
  ctx.baseScale = new sumerian.Vector3(1,1,1);
  ctx.baseTranslation = new sumerian.Vector3(0,0,0);
  ctx.entity.hide();

  ctx.worldData.onImageFound = event => {
    ctx.imageFound = true;
    if (ctx.entity.isHidden) {
      ctx.entity.show();
      ctx.worldData.video.play();
    }
  };

  ctx.worldData.onImageLost = event => {
    ctx.imageFound = false;
    ctx.worldData.video.pause();
    ctx.entity.hide();
  };

  ctx.worldData.onImageUpdated = event => {
    // Fired when an image location is updated, either by SLAM or
    // by image tracking. We only
    // want to update the imageTargetAnchor for image tracking,
    // indicated by ctx.imageFound.
    if(!ctx.firstUpdate && ctx.imageFound) {
```

```

        // Rotation
        ctx.quaternion.set(event.rotation.x, event.rotation.y,
event.rotation.z, event.rotation.w);
        ctx.quatMatrix.copyQuaternion(ctx.quaternion)
        ctx.matrix.mult(ctx.quatMatrix, ctx.baseRotationMatrix);

ctx.entity.transformComponent.setRotationMatrix(ctx.matrix);

        // Translation

ctx.entity.transformComponent.setTranslation(ctx.baseTranslation.x +
event.position.x, ctx.baseTranslation.y + event.position.y,
ctx.baseTranslation.z + event.position.z);

        // Scale
        ctx.entity.transformComponent.setScale(event.scale *
ctx.baseScale.x, event.scale * ctx.baseScale.y, event.scale *
ctx.baseScale.z);
    }
};

    // See https://docs.8thwall.com/web/#sumerian-events for
additional
    // available 8th Wall events.
    sumerian.SystemBus.addListener('xrimagefound',
ctx.worldData.onImageFound);
    sumerian.SystemBus.addListener('xrimagelost',
ctx.worldData.onImageLost);
    sumerian.SystemBus.addListener('xrimageupdated',
ctx.worldData.onImageUpdated);
}

function update(argx, ctx) {
    if (ctx.firstUpdate) {
        // Stash the unmodified entity's scale and rotation to add on
to the
        // image target's location during the xrimageupdated callback
        ctx.firstUpdate = false;

ctx.baseRotationMatrix.copy(ctx.entity.transformComponent.getRotationMatr
        ctx.baseScale.set(ctx.entity.transformComponent.getScale());

ctx.baseTranslation.set(ctx.entity.transformComponent.getTranslation());

    }
}

function cleanup(argx, ctx) {
    sumerian.SystemBus.removeListener('xrimagefound',
ctx.worldData.onImageFound);
    sumerian.SystemBus.removeListener('xrimagelost',
ctx.worldData.onImageLost);
    sumerian.SystemBus.removeListener('xrimageupdated',
ctx.worldData.onImageUpdated);
}

```

Finally, in the lower left of the Text Editor, choose Save.

