ARScene Class Documentation

Overview

The `ARScene` class represents an Augmented Reality (AR) scene for 3D models. The ui is built in, and it sets it up on the passed html div id. Only glb/gltf and usdz/usda models are supported.

Constructor

- `containerId` (string): The ID of the HTML element to use as the container for the 3D viewer.
- `modelPath` (string): The path to the 3D model to be displayed in the scene.
- `cameraCallback` (Function, optional): Callback function triggered for camera-related actions. Default is a function that logs "Please add camera API".
- `onlineCallback` (Function, optional): Callback function triggered for online-related actions. Default is a function that logs "Please add online API".
- `commentCallback` (Function, optional): Callback function triggered for comment-related actions. Default is a function that logs "Please add comment API".
- `saveCallback` (Function, optional): Callback function triggered for save-related actions. Default is a function that logs "Please add save API".
- `streamCallback` (Function, optional): Callback function triggered for stream-related actions. Default is a function that logs "Please add stream API".

Example Usage

```
const arScene = new ARScene("sceneContainer", "path/to/model.gltf",
cameraCallback, onlineCallback, commentCallback, saveCallback,
streamCallback);

arScene.animate();
```

The animate method should be called afterwards to start the render loop.

For any kind of help contact haseebkhalidoriginal@gmail.com