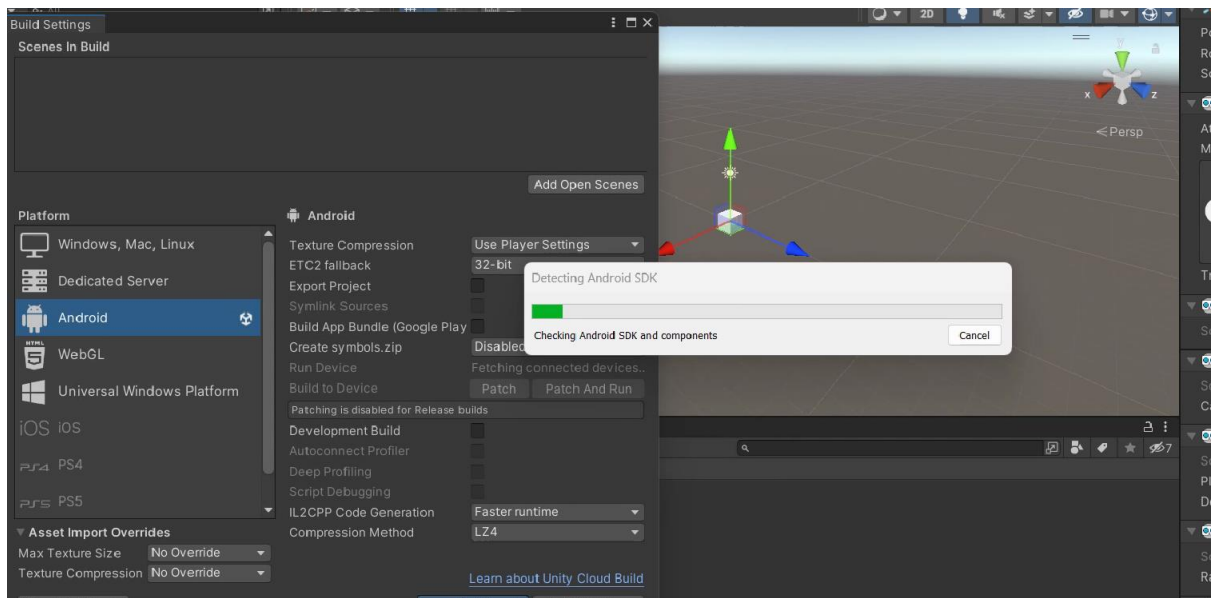
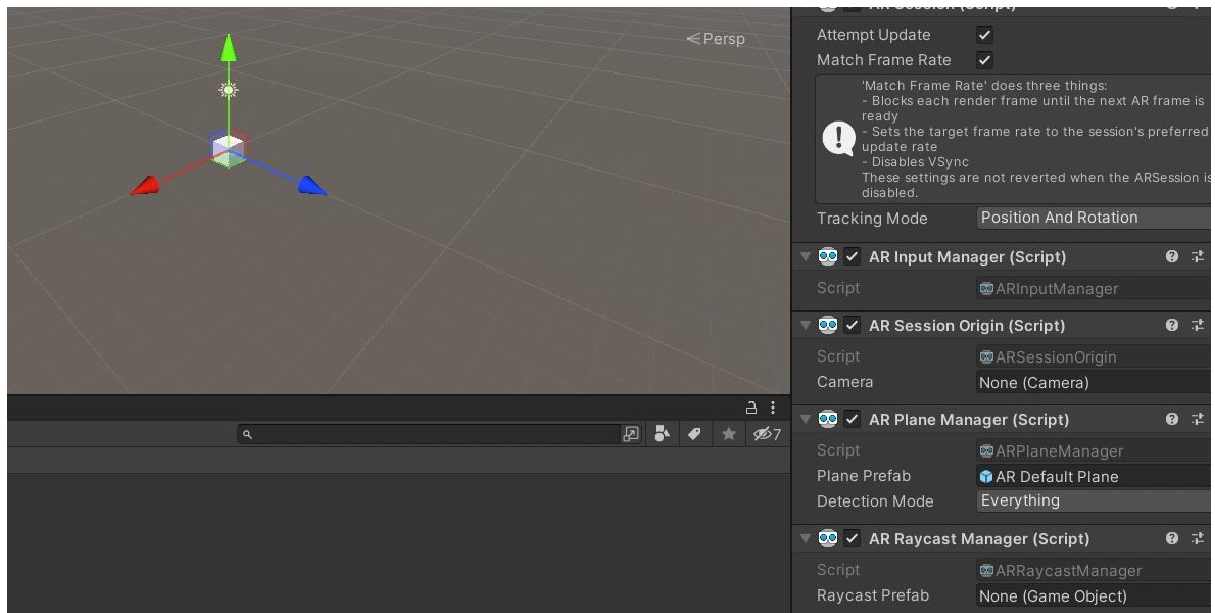


```

1  using System.Collections.Generic;
2  using System.Linq;
3  using UnityEngine;
4  using UnityEngine.XR.ARFoundation;
5  using UnityEngine.XR.ARSubsystems;
6
7  /// <summary>
8  /// This class is responsible for placing and moving instance of the prefab in the real world.
9  /// </summary>
10 [RequireComponent(typeof(ARRaycastManager))]
11 public class ARPlacedObject : MonoBehaviour
12 {
13     // Reference to the AR Raycast Manager
14     private ARRaycastManager raycastManager;
15
16     // Prefab which will be spawned in the real world.
17     [SerializeField]
18     private GameObject prefab;
19
20     // Instance of the prefab.
21     private GameObject prefabInstance;
22
23     /// <summary>
24     /// Unity method called in before first frame.
25     /// </summary>
26     private void Start()
27     {
28         raycastManager = GetComponent<ARRaycastManager>();
29
30         prefabInstance = Instantiate(prefab);
31         prefabInstance.SetActive(false);
32     }
33
34     /// <summary>

```





Desktop	Assets	17-03-2023 20:35	File folder
Downloads	I_BackUpThisFolder_ButDontShipltWithY...	17-03-2023 20:36	File folder
Documents	Library	17-03-2023 20:36	File folder
Pictures	Logs	17-03-2023 20:06	File folder
Assets	Packages	17-03-2023 20:07	File folder
Bandicam	ProjectSettings	17-03-2023 20:35	File folder
Captures	Temp	17-03-2023 20:36	File folder
sample10	UserSettings	17-03-2023 20:09	File folder
OneDrive - Personal			
This PC	I.apk	17-03-2023 20:36	APK File 62,247 KB
Network			