

```
/*  
https://www.youtube.com/watch?v=R1XHWyprFVk  
*/
```

```
import SwiftUI  
import RealityKit  
import PlaygroundSupport  
//import SharedCode
```

```
struct ContentView: View {  
    public var body: some View {  
        VStack {  
            ARViewContainer()  
            //ControlView()  
            Text("Hello")  
        }  
        //.edgesIgnoringSafeArea(.all)  
    }  
}
```

```
struct ARViewContainer: UIViewRepresentable {  
    typealias UIViewType = ARView  
  
    func makeUIView(context:  
        UIViewRepresentableContext<ARViewContainer>) -> ARView {  
        let arView = ARView(frame: .zero, cameraMode: .ar,  
            automaticallyConfigureSession: true)  
  
        addCube(arView: arView)  
        //testFunc()  
        return arView  
    }  
}
```

```
func updateUIView(_ uiView: ARView, context:
    UIViewRepresentableContext<ARViewContainer>) {}

}
```

```
PlaygroundPage.current.setLiveView(ContentView())
```