```
/*
 https://www.youtube.com/watch?v=f3xFpRWZEz8
 */

import SwiftUI
import RealityKit
import ARKit
import UIKit
import PlaygroundSupport
//import SharedCode

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

struct ARViewContainer: UIViewRepresentable {
    typealias UIViewType = ARSCNView
    let configuration = ARWorldTrackingConfiguration()

    func makeUIView(context:
     UIViewRepresentableContext<ARViewContainer>) ->  UIViewType {
        //let arView = ARView(frame: .zero, cameraMode: .ar,
         automaticallyConfigureSession: true)
        let seneView = UIViewType()
```

```swift
        seneView.debugOptions =
         [ARSCNDebugOptions.showFeaturePoints,
         ARSCNDebugOptions.showWorldOrigin
        ]
        seneView.session.run(configuration)
        //addCube(arView: arView)
        //testFunc()
        var node = SCNNode()
        node.geometry = SCNBox(width:  0.1, height: 0.1, length:
         0.1, chamferRadius: 0)
        node.geometry?.firstMaterial?.diffuse.contents =
         UIColor.blue
        node.position = SCNVector3(0, 0 , -0.2)
        node.orientation = SCNVector4(0, 1, 0, 3.14/4)
        seneView.scene.rootNode.addChildNode(node)
        return seneView
    }
    func updateUIView(_ uiView: ARSCNView, context:
     UIViewRepresentableContext<ARViewContainer>) {}

}


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