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// ARViewContainer.swift
// ARHomeDesigner
//
// Purpose:
// A UIView Representable Struct that takes a UIView conforming class
// (ARView in this case) and represents it as a SwiftUI View
//
// Created by Kyle McFadden on 2/23/25.
//

import RealityKit
import SwiftUI

struct ARViewContainer: UIViewRepresentable {
    @ObservedObject var arView: ARViewController

    // ARView uses the old UI View/UIKit format. This embeds it into
    // the SwiftUI view hierarchy
    // makeUIView is called only once at the start of the app session
    func makeUIView(context: Context) -> ARView {
        arView.BeginARSession()
        return arView.arView
    }

    // Update the ARViewController based off of changes made in the
    // other SwiftUI views (main toolbar and etc.)
    func updateUIView(_ uiView: ARView, context: Context) {
        // Most of my bindings and event handlers are taken care of in
        // my ARViewController class
    }
}

// #Preview {
//     ARViewContainer(arView: ARViewController())
// }

```