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//
// EditUIElements.swift
// ARHomeDesigner
//
// Purpose:
// Various UI elements that make up several different views involved
// with editing the properties of a model entity
// Use: Helper views for Edit and Option Views
//
// Created by Kyle McFadden on 4/27/25.
//
```

```
import SwiftUI
```

```
struct WidthBox: View {
    @Binding var width: Float

    var body: some View {
        HStack(spacing: 10) {
            Text("Width:")
            TextField(
                "Width",
                value: $width,
                format: .number
            )
                .textFieldStyle(.roundedBorder)
                .padding(.horizontal, 5)
        }
    }
}
```

```
struct HeightBox: View {
    @Binding var height: Float

    var body: some View {
        HStack(spacing: 10) {
            Text("Height:")
            TextField(
                "Height",
                value: $height,
                format: .number
            )
                .textFieldStyle(.roundedBorder)
                .padding(.trailing, 5)
        }
    }
}
```

```

struct ColorBox: View {
    @Binding var color: Color

    var body: some View {
        HStack(spacing: 40) {
            Text("Color:")
            ColorSelector(bgColor: $color)
                .padding(.trailing, 51)
        }
    }
}

struct MetallicToggle: View {
    @Binding var metal: Bool

    var body: some View {
        HStack {
            Text("Metallic:")
            Toggle("", isOn: $metal)
                .frame(width: 50)
        }
    }
}

struct DepthSlider: View {
    @Binding var depth: Float

    var body: some View {
        VStack(alignment: .leading) {
            Text("Depth: \("\(depth, specifier: "%.2f")")")
            Slider(value: $depth,
                in: 0.0 ... 0.1,
                step: 0.01,
                minimumValueLabel: Text("0"),
                maximumValueLabel: Text("0.1"),
                label: {
                    Text("Depth\("\(depth)")")
                })
        }
    }
}

struct RoughnessSlider: View {
    @Binding var rough: Float

    var body: some View {
        VStack(alignment: .leading) {
            Text("Roughness: \("\(rough, specifier: "%.1f")")")
        }
    }
}

```

```

        Slider(value: $rough,
              in: 0.0 ... 1.0,
              step: 0.1,
              minimumValueLabel: Text("0"),
              maximumValueLabel: Text("1"),
              label: {
                Text("Roughness\($rough)")
              })
      }
    }
  }

#Preview {
  WidthBox(width: .constant(Float(1.0)))
  HeightBox(height: .constant(Float(1.0)))
  ColorBox(color: .constant(.yellow))
  MetallicToggle(metal: .constant(false))
  DepthSlider(depth: .constant(Float(0.05)))
  RoughnessSlider(rough: .constant(Float(0.5)))
}

```