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//
//  EditView.swift
//  ARHomeDesigner
//
//  Purpose:
//  View with options to edit the properties of a model entity
//  Use: This view will display as a popover sheet when a user taps on
//  a model entity
//
//  Created by Kyle McFadden on 4/22/25.
//
```

```
import SwiftUI
```

```
struct EditView: View {
    @ObservedObject var arView: ARViewController

    var body: some View {
        VStack(alignment: .leading, spacing: 15) {
            HStack {
                VStack(alignment: .leading) {
                    WidthBox(width: $arView.dimensions.width)
                    HeightBox(height: $arView.dimensions.height)
                }
                VStack(alignment: .leading) {
                    ColorBox(color: $arView.dimensions.color)
                    MetallicToggle(metal: $arView.dimensions.metal)
                }
            }
            DepthSlider(depth: $arView.dimensions.depth)
            RoughnessSlider(rough: $arView.dimensions.rough)
        }
        .padding()
        HStack {
            Button(action: {
                self.arView.confirmEdit.toggle()
            }) {
                Text("Update Shape")
            }
        }
        .buttonStyle(.bordered)
        .controlSize(.regular)
        .buttonBorderShape(.automatic)
    }
}
```

```
#Preview {
    EditView(arView: ARViewController())
}
```

}