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//
//  OptionView.swift
//  ARHomeDesigner
//
//  Purpose:
//  View with options to modify the properties assigned to newly placed
//  model entities
//  Use: This view will display as a popover sheet when the user taps
//  the More Options button on the tool bar at the bottom of the screen
//
//  Created by Kyle McFadden on 4/27/25.
//
```

```
import SwiftUI
```

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

    var body: some View {
        VStack(alignment: .leading, spacing: 15) {
            HStack {
                ColorBox(color: $arView.userColor)
                MetallicToggle(metal: $arView.isMetal)
            }
            DepthSlider(depth: $arView.userDepth)
            RoughnessSlider(rough: $arView.userRoughness)
        }
        .padding()
    }
}
```

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