# Wide-Frequency Linear Haptics Instruction

1. Place the audio file

Place the audio files that you want to convert into vibration signals in the Content directory of the project folder. It is recommended to place all required audio files in the same directory. This example places the Audio01.wav file in the Audios folder under the Content path. The SDK supports audio formats of pcm, mp3, mp4, aac, and wav.
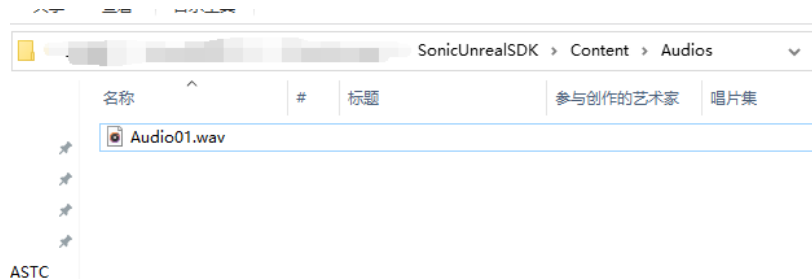

2. Setup before packaging

When packaged in Unreal, the engine does not pack all the files of the project into APK by default. So specific settings are required to package audio files into APK. Click the "plus sign" on the right of ProjectSettings-Packaging-Additional Non-Asset Directories To Copy, and enter the folder where the audio files you need to package into the APK are located. Check out the following example:


3. Copy the Audio file

Before the SDK plays the audio file, the audio file in the APK needs to be copied to the device directory. Before calling the vibration interface, the CopyFilestoDevices interface needs to be called first.
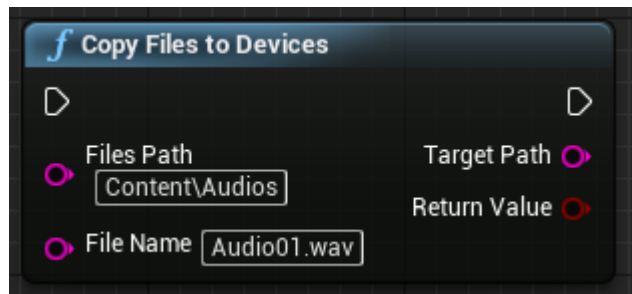
4. Use the Audio file to drive vibration

After calling the Copy interface, you can call the vibration interface "Haptic with Audio File". In the ChangelNumber interface, when the input is 1, the left controller vibrates. When the

input is 2, the right controller vibrates, and when the input is 3, both controllers vibrate.
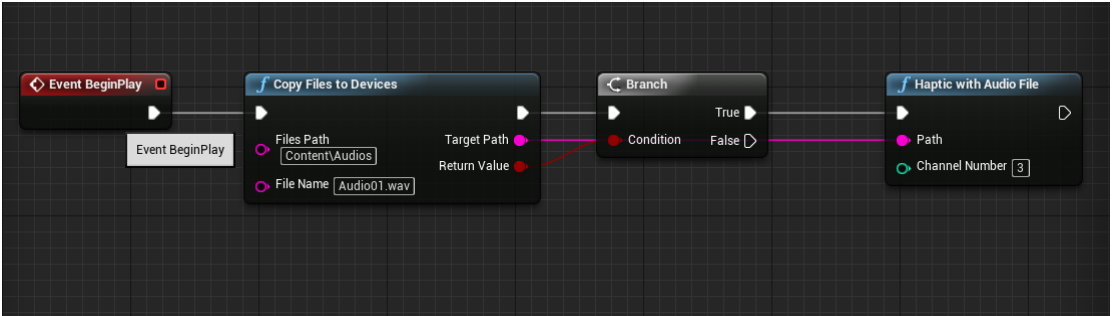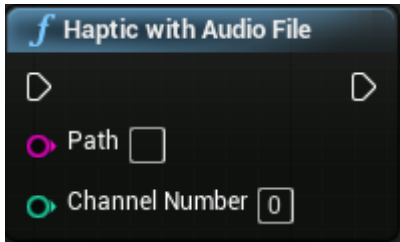

The detailed implementation is located in the Level Blueprint of the sample project.

5. Vibration related interface description

	Function	Actively stop the vibration of the controller without waiting for the vibration to end
	Input	Channel Number: 1 is left hand, 2 is right hand, 3 is both hands.
	Output	Null
	Return Value	True: acquisition success, False: acquisition failure

	Function	Call wide-frequency linear haptics of controller through audio files. The audio file support formats pcm, mp3, mp4, aac, wav.
	Input	Path Audio file path Channel Number: 1 is left hand, 2 is right hand, 3 is both hands. Loop Count: the number of times of play, 0 means always play.
	Output	Null
	Return Value	True: connected, False: not connected

	Function	Call wide-frequency linear haptics of controller through audio files. The audio file support formats pcm, mp3, mp4, aac, wav.
	Input	Path Audio file path Channel Number: 1 is left hand, 2 is right hand, 3 is both hands.
	Output	Null
	Return Value	Null