bHaptics Unity SDK2(Beta)

- Current version is 2.0.6
- This project will help integrate bHaptics' haptic devices into Unity environments.
- If you use it for the first time, be sure to read Plug in deployed events to Unity.

Prerequisite (Only for Windows8.1 or higher)

- bHaptics Player has to be installed (windows) and running.
- Our SDK is used with the bHaptics Developer Portal.

Migrate from SDK2(~2.0.5) to Latest SDK2

- The folder structure has been changed in this update as a result of using asmdef, which may cause issues when updating from previous versions. If your existing project is using SDK2 (~2.0.5), please backup your project and follow the provided guide to proceed with the update.
- How to migrate from SDK2(~2.0.5) to Latest SDK2

Migrate from SDK1(old) to SDK2(new)

- If you used the SDK1(~v1.6.6), you can download Migration Package.
- Please read How to migrate from SDK1(old) to SDK2(new).

Documentation

- Step 1. Create haptic events using bHaptics Developer Portal
- Step 2. Plug in deployed events to Unity
- Migration. How to migrate from SDK1(old) to SDK2(new)
- Migration. How to migrate from SDK2(~2.0.5) to Latest SDK2

Last update of README.md: Apr. 20th, 2023.