

## TI Haptics Enabled Gaming Controller BoosterPack

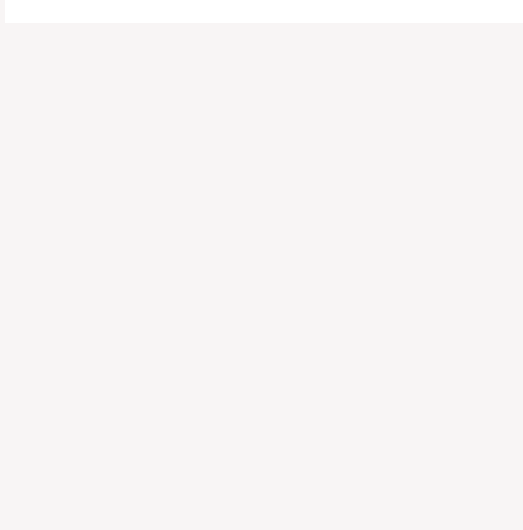
**The HapTouch BoosterPack (BOOSTXL-HAPTOUCH) integrates capacitive touch functionality with haptics technology in a single TI BoosterPack.** Designers and Hobbyists alike now have the ability to develop applications using two of the hottest technologies available on the market today.

The HapTouch BoosterPack includes allows users to evaluate and begin designing with the included Immersion Technologies software and onboard ERM and LRA motor/ actuators on the board. This BoosterPack features MSP430TCH5E haptics controller and DRV2603 haptic driver.

Demo and configuration software is also included to configure over 100 haptic effects as well as help users try out the BoosterPack on their own PC.

Things you can do using HapTouch Booster Pack:

- Experience tactile feedback with haptic (vibrational) technology.
- Play PC games with Capacitive Touch and gaming controller
- 122 haptic effects featuring industry leading haptic technology from Immersion – Royalty free
- Effect sequencing for cool machine gun, heart beat and dice sequences
- Feel the music with Audio2Haptics™ technology
- Evaluate with a motor-based (ERM) or spring-based (LRA) actuator
- Full programmability with JTAG emulation and software development kit



Terms & Conditions

- Testers will be selected on the basis of quality of applications: we expect a full and complete description of why you want to test this particular product.
- Testers are required to produce a full, comprehensive and well thought out review within 2 months of receipt of the product.
- Failure to provide this review within the above timescale will result in the enrollee being excluded from future Road Tests.

### RoadTest Reviews

TI Haptics Enabled Gaming Controller BoosterPack - Review

By gsgill112

★★★★★

HapTouch BoosterPack Review 1. Introduction This was a dream come true kit which I was supposed to include in my project "Wireless Gaming Controller using MSP430Launchpad" – I will blog about my project IDEA, Previous Attempts and what I am currently doing on this project later as I currently have other project deadlines coming up. 2. Product Details/Specifications This Booster Pack includes - Immersion's Touchsense™ technology for full tactile feedback...

TI Haptics Enabled Gaming Controller BoosterPack - Review

By bodgy

★★★★☆

This is the first part of my review, there will be more to follow later this week. I wanted to test this BoosterPack not for use as a gaming device but perhaps more esoterically as a touch/sound device to be used as a warning system in areas of poor visibility such as lowering/connecting objects in the dark or fog, and also as a device to help people with poor or no sight judge how close they are to an object. I had already hunted down my TI MSP-EXP430G2...

TI Haptics Enabled Gaming Controller BoosterPack - Review

By alexev

★★★★★

TABLE OF CONTENTS PRESENTATION UNBOXING SPECS AND FEATURES SOFTWARE HARDWARE TESTS APPLICATION CONCLUSIONS PRESENTATION : The HapTouch BoosterPack (BOOSTXL-HAPTOUCH) integrates capacitive touch functionality with haptics technology in a single TI BoosterPack. Designers and Hobbyists alike now have the ability to develop applications using two of the hottest technologies available on the market today. The HapTouch BoosterPack includes allows users...

TI Haptics Enabled Gaming Controller BoosterPack - Review

By migration.user

★★★★★

Hello Element 14 viewers, This is a review of the Texas Instruments Hap-Touch BoosterPack. The BoosterPack is a shield for the MSP 430 Launchpad. The LaunchPad is required to use the BoosterPack. When connected to the LaunchPad the BoosterPack can be programmed to be a PC game controller and to do many other functions. Out of the box, there two interactive states. The Sequence State utilizes the four capacitive touch buttons ,not including the arrow-pad...

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Former Member

over 11 years ago

+1

I really hope I get one I am working on a lot of new games and would love to try this on them!!!

alexev

over 11 years ago

+1

A fun and interesting roadtest to deal with.

alexev

over 11 years ago

+1

Update: I finally made it work under Win7x64, but it still doesn't have the full functionality. The audio feedback still doesn't execute and more debugging is needed. It's not hard to configure the controller...

Oldest

Best

Newest

Former Member

over 11 years ago

I really hope I get one I am working on a lot of new games and would love to try this on them!!!

gsgill112

over 11 years ago

in reply to Former Member

@ shane.nayome r u working with MSP430 or ARM?

Former Member

over 11 years ago

in reply to gsgill112

I am a pc game designer I have never used a micro controller so sorry I dont use ether.

alexev

over 11 years ago

A fun and interesting roadtest to deal with.

alexev

over 11 years ago

Update: i finally made it work under Win7x64, but it still doesn't have the full functionality. The audio feedback still doesn't execute and more debugging is needed. It's not hard to configure the controller, it's just takes time to understand the commands and configure some of them. Hope I get all the functions to work well.

Update:

as gaming joystick, it performs almost flawlessly with no delays. Game tested: "street fighter".

Update:

audio haptics alive and kicking. not much to say here. i'll be posting full review soon.

gsgill112

over 11 years ago

I had stalled a project I was working on earlier (Due to time Consuming Soldering for controller) - Wireless Gaming Controller using MSP430 It seems i can re open and complete it now 😊

gsgill112

over 11 years ago

W8ing for Decision : keep the fingers crossed 😊

doctorcdf

over 11 years ago

Good morning and thank you to all our RoadTesters for all their detailed and interesting applications. Indeed, we've received so many fine applications that we've boosted the number of testers from 5 to 8:

- Colin Barnard
- Harry Beadle
- Anthony Berkeley
- Hunter Derish
- Gurinder Singh Gill
- Hampton Moore
- Martin O'Sullivan
- Miron Alexe Viorel

Thanks again to all those who applied. I urge those who weren't successful this time to apply for our other exciting RoadTests.

gsgill112

over 11 years ago

in reply to doctorcdf

Thanks a Lot Christian DeFeo 😊

bodgy

over 11 years ago

in reply to doctorcdf

Thank you for selecting me. Will be looking forward to a package soon.

mjo

over 11 years ago

in reply to doctorcdf

Neato! Thanks Christian! Can't wait to open the throttle.

alexev

over 11 years ago

It's an honour to test this product. Thank you Christian DeFeo and thank you Element14 team!

gsgill112

over 11 years ago

Hi Folks, I am encountering a issue where i cant upload a game profile to the booster pack , actually nothing related to Haptics GUI is working.

I have burned the launchpad code both ways (By running the script and by CCS). It initially detects the Application UART PORT and then when i click the play sequence button, it simply Hangs and the Connection button goes RED. For other buttons no response is there.

Anyone encountering the same issue ?

alexev

over 11 years ago

in reply to gsgill112

Hi Gill, can't help you here for the moment, i'm still stuck at waiting my launchpad which will eventually arrive tomorrow (i hope). Try to test the booster-pack on another windows platform with different OS/sys. type. Please provide info. about your current OS on which you are testing the booster-pack. Best regards, Alex.

gsgill112

over 11 years ago

in reply to alexev

Hey thanks for Reply , I guess the SDK is only supported on Windows.

I am using Win 8 x64 and yeah sure i will try with XP also and then post my findings, meanwhile you can also try this out 😊

Former Member

over 11 years ago

I really want one but i think the road test has ended !!!!!😞

alexev

over 11 years ago

in reply to Former Member

Do you have a TI launchpad?

gsgill112

over 11 years ago

in reply to Former Member

@ Joe I guess u can still buy it @ Element14

alexev

over 11 years ago

in reply to gsgill112

@Gill, did you experienced a long load time of the HapTouch Gui program? Mine loads completley (it's components like menus and options) in about 3 mins and 20 sec. Does anybody else had this problem?

gsgill112

over 11 years ago

in reply to alexev

@Miron Yes it takes a while to load, but not as long as 3 Min, Mine takes Approx 1 Min to load for me, and sometimes when i start the app , i have to remove the Launchpad USB and reconnect in order for the GUI to detect the Device.

Once the Launchpad is detected, I click the send command button and BOOM, the Status Indicator changes the color to red and nothing works...

Did u got any success with the GUI ?

alexev

over 11 years ago

in reply to gsgill112

As i suspected there's something wrong with my OS sys files. I have a win7 x64 bit platform desktop computer that loads the gui in about 3 mins. I've tested the GUI on a laptop (x64) and a desktop x32 and on booth of them the GUI program loads instantly. In conclusion there's nothing wrong with the GUI, it's just my desktop computer's problem. Will keep waiting for my launchpad to arrive, found it on a third party supplier. Will keep you up to date to any news that will come up.

gsgill112

over 11 years ago

in reply to alexev

Hey Miron, an update from my side, the hap touch GUI Doesn't work with my Win8, but i recently tried it with a winXP installed on my VM, and it does work the gui loads up within seconds and basic communication work. I am able to get some simple vibrations on my BoosterPack by sending data through UART.

Though while assigning a gaming profile the software tries a total of 8 sequences of commands one for each key to assign the values to the BoosterPack, but it seems a bit buggy, In my case the first sequence is successful but the software crashes there after. I have tried to send commands manually through a terminal app (The baud Configuration is 9600) and it works fine but the app have some issues. I tried to look its source (C:\tmmsp430\MSP430HapTouchSDK\_1\_10\_00\guicomposer\webapps\HapTouchGuiApp.js) but its Javascript and the app is written in django i suppose, which i do not know, so maybe if u know u can look at it ?

alexev

over 11 years ago

in reply to gsgill112

Hi Gill, I finally got my launchpad and began testing the haptouch add-on. The boosterpack works well when connected to the launchpad, just as touch/feedback device, well the story gets complicated when trying to use the GUI which its too stubborn to communicate through UART. Got this error everytime even after setting up the launchpad exactly accordingly to the haptics instructions manual. ("ERROR communicating to COM port MSP430 Application UART". (p.s. in xp the GUI loads in about 1 min) P.S. - i did uploaded a blink example on the launchpad to see if there's a difference of behaviour. The launchpad works fine with energia, but the boosterpack is alienware to me. I just can't get it to work. UHHH!!

P.S. - Well at least i found out why GUI lagged after installing VM workstation 😊

gsgill112

over 11 years ago

in reply to alexev

Hi Alex, It finally worked for me 😊 Yuppieee...ee.. Ya u are right the GUI is really crap. Which OS Are u using ?

I Installed WinXP over VM Ware and installed the msp430 Launchpad's ez430 Drivers included in Energia. That did the trick 😊 and now everything is working as it should be.

I would suggest u Try opening the COM Port using a terminal application and "9600 baud" and then send the cmd packet "0x6 0x54 0x0 0x0 0x0 0x1 0xd" you should see a response of 0x01 on the Launchpad will glow 😊 this means that the communication is working and your msp430 Launchpad is properly programmed. 😊

P.S. I will soon push all the drivers and documents which I will create onto my github repo. and hopefully by next week complete the review 😊

alexev

over 11 years ago

in reply to gsgill112

I did: - installed EZM10-UART drivers from Energia folder - then plugged the booster-launchpad

As in win 7 x64, in the xp, the same msg appear "ERROR communicating to COM port MSP430 Application UART". (p.s. in xp the GUI loads in about 1 min)

P.S. - i did uploaded a blink example on the launchpad to see if there's a difference of behaviour. The launchpad works fine with energia, but the boosterpack is alienware to me. I just can't get it to work. UHHH!!

P.S. - Well at least i found out why GUI lagged after installing VM workstation 😊

gsgill112

over 11 years ago

This is just an amazing project. I had awesome fun using this, and even more fun as an engineer ripping it open and playing with it.

shotkee

over 3 years ago

Where can I download HAPTOUCH sdk for now ?

Enrollment Closed

Enrollment Closed

START DATE

03 Mar 14 00:00 UTC

END DATE

24 Mar 14 00:00 UTC

ROADTESTERS NEEDED

8

APPLICANTS

41

BUY NOW

Author: doctorcdf

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