

# iOS Haptic Feedback Tutorial

## Introduction

With the launch of iOS10 Apple has opened up access to the vibration feedback on the iPhone 7, iPhone 7 Plus, iPhone 8, iPhone 8 Plus and iPhone X. This plugin offers an easy interface to trigger any of the various vibration types.

## Get Started

- Add the prefab “iOSHapticFeedback”
- In “Used Feedback Types” you can define which vibration types you are going to use. There are seven different feedback types:
  - Selection Change
  - Impact
    - Light
    - Medium
    - Heavy
  - Notifications
    - Success
    - Warning
    - Failure
- **To trigger a vibration effect, call**
  - *iOSHapticFeedback.Instance.Trigger(iOSHapticFeedback.iOSFeedbackType.feedbackType);*

## Advanced Mode

If you want to have more direct control of the haptic feedback generators yourself, you can create an “iOSHapticFeedbackAdvanced” prefab.

This allows you to manually instantiate, prepare and release the iOS vibration generators. [Check the Apple docs for more information](#). Note that you have to prepare every vibration generator each time before you trigger it. (In the “iOSHapticFeedback” prefab this is handled automatically).

The following functions can be called:

- *Trigger* (*IOSHapticFeedback.iOSFeedbackType* *feedbackType*)
- *InstantiateFeedbackGenerator* (*IOSHapticFeedback.iOSFeedbackType* *feedbackType*)
- *PrepareFeedbackGenerator* (*IOSHapticFeedback.iOSFeedbackType* *feedbackType*)
- *TriggerFeedbackGenerator* (*IOSHapticFeedback.iOSFeedbackType* *feedbackType*)
- *ReleaseFeedbackGenerator* (*IOSHapticFeedback.iOSFeedbackType* *feedbackType*)

## Support

If the test application is not working on your iOS device, please make sure the "Architecture" is set to Universal and not Arm7 (in [Player Settings, in the "Other Settings", near the bottom](#)).

If you have any questions or need help, you can contact us at [contact@salmi.de](mailto:contact@salmi.de).

Thank you for using our plugin.