

Haptic Feedback

Overview

The `iOSHapticCall` class provides an easy way to implement haptic feedback for iOS devices in Unity. It utilizes iOS-specific feedback styles and notification types to enhance user experience with tactile feedback.

This script is designed to work exclusively on iOS devices. Calls to haptic feedback functions will only be executed if the project is built for the iOS platform.

The haptic feedback functionality will not execute on non-iOS platforms due to the `#if UNITY_IOS` directive. Ensure you test this on an iOS device.

Usage Example

```
public void HeavyHaptic()
{
    iOSHapticCall.HeavyHaptic();
}
public void MediumHaptic()
{
    iOSHapticCall.MediumHaptic();
}
public void LightHaptic()
{
    iOSHapticCall.LightHaptic();
}
public void RigidHaptic()
{
    iOSHapticCall.RigidHaptic();
}
public void SoftHaptic()
{
    iOSHapticCall.SoftHaptic();
}
public void PerformSuccessFeedback()
```

```
{
    iOSHapticCall.PerformSuccessFeedback();
}
public void PerformErrorFeedback()
{
    iOSHapticCall.PerformErrorFeedback();
}
public void PerformWarningFeedback()
{
    iOSHapticCall.PerformWarningFeedback();
}
```