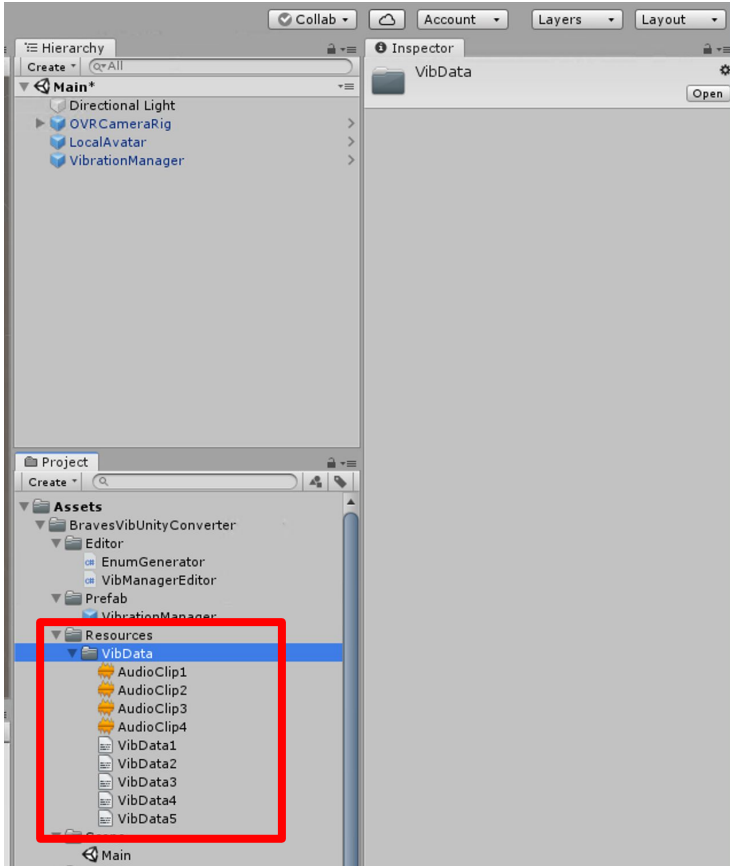


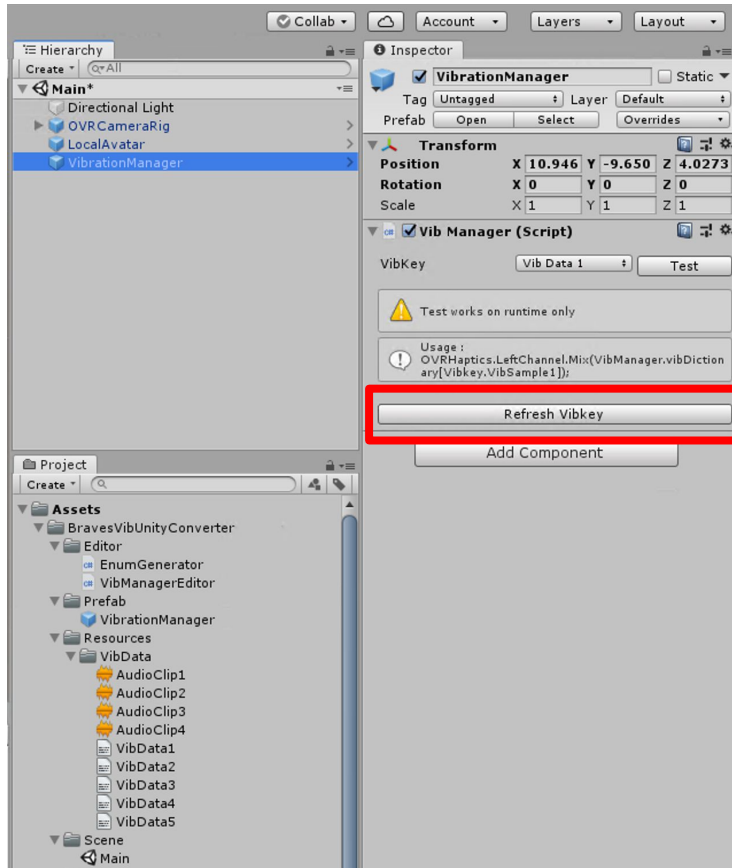
Step 1

Put VibrationManager prefab in Scene



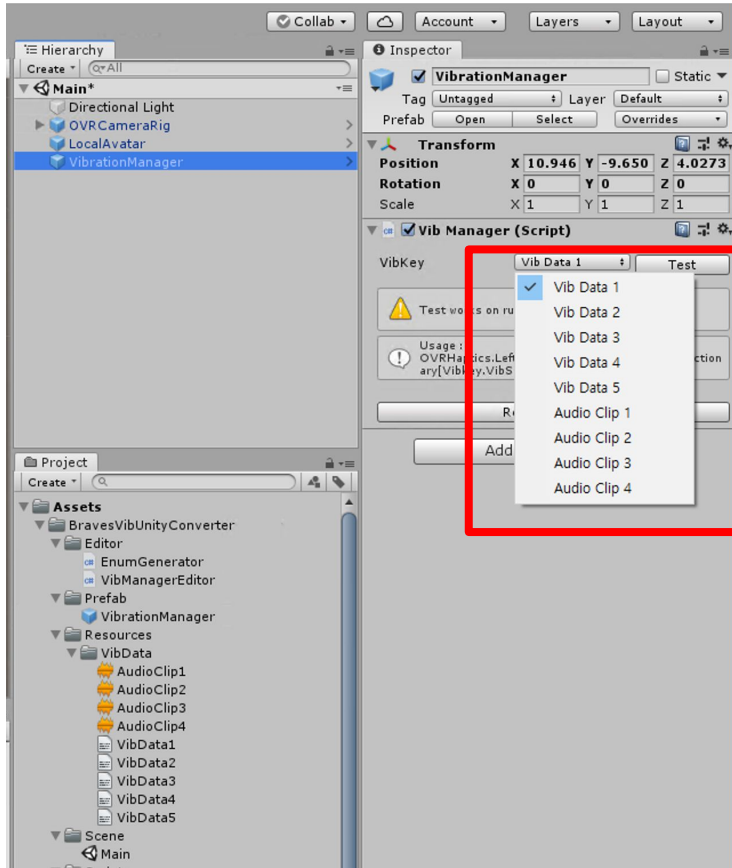
Step 2

Put vibration data files(json) or audioclips into the folder 'VibData' under Resources. (Remove sample files if you don't need them.)



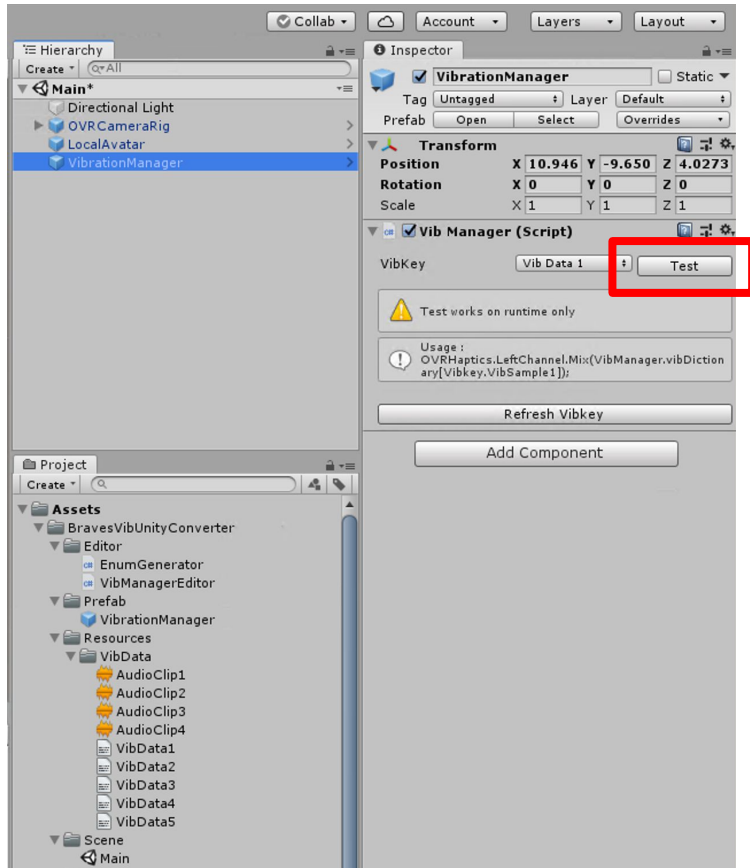
Step 3

Go to inspector for VibManager and press 'Refresh VibKey' button in VibManager component.



Step 4

You can see vibration keys are generated.



Step 5

Choose any vib key and press 'Test'.
Haptic feedback goes to both left and right controller.

- * Test works only in runtime.
- ** Trigger button in each controller works the same way.

Step 6

Code example

OVRHaptics.*channel*.Mix(VibManager.vibDictionary[*KeyName*]);

```
3
4 private void TestVibration()
5 {
6     OVRHaptics.RightChannel.Mix(VibManager.vibDictionary[selectedKey]);
7     OVRHaptics.LeftChannel.Mix(VibManager.vibDictionary[selectedKey]);
8 }
9
0
```