Unity plugin

This project helps to use bhaptics haptic devices in Unity environments.

Prerequisite

- bHpatics Player has to be installed (Windows or Mac)
- The app can be found in bHaptics webpage: http://www.bhaptics.com

How to install

- Download package file then import it in Unity
  - https://github.com/bhaptics/tac-sharp/releases ### or
- Get from github repository then open it in Unity

```
git clone https://github.com/bhaptics/tac-sharp.git
```

Tutorial

- bHaptics Unity plugin With Code
- bHaptics Designer To Unity - Tactosy
- bHaptics Designer To Unity - Tactal
- bHaptics Designer To Unity - Tactot

How to use

- Test Default scene

  Go to Assets > bHapticsManager > Examples > open sample.scene Select [bHaptics Manager] Prefab. There are feedbacks, which are already set for test. You can check it by pushing the buttons

- To use your own scene, just add [bHaptics Manager] Prefab to your scene.
- Import namespaces

```
using Bhaptics.Tac;
using Bhaptics.Tac.Unity;
```

- Get HapticPlayer

```
private HapticPlayer HapticPlayer;

void Start ()
{
    HapticPlayer = FindObjectOfType<BhapticsManager>().HapticPlayer;
}
```

- Apply more feedbacks: with .tactosy file

  You can create Tactosy feebacks via https://studio.bhaptics.com .tactosy file is timeline based haptic feedback file. For more detail, you can find in http://bhaptics.com/studio.html

- Play feedbacks in C# Script: List of PathPoint

```
List<PathPoint> pathPoints = new List<PathPoint>
{
    new PathPoint(x_position, y_position, intensity)
    /* x_position, y_position are floats in
        normalized value (0.0f to 1.0f) */
};
HapticPlayer.Submit("Point", PositionType.Right, pathPoints, duration);
/* duration is a positive integer in milliseconds */
```

- Play feedback with DotPoint

```
HapticPlayer.Submit("space", PositionType.Head, new DotPoint(3, 100), 1000);
```

- Play feedbacks in C# Script: Array of byte

```
byte[] bytes =
{
    0, 0, 0, 0, 0,
    0, 0, 0, 0, 0,
    0, 0, 100, 100, 0,
    0, 0, 0, 0, 0
};
/* Values should be an int (0~100)
/* Each number is the intensity of the point*/
HapticPlayer.Submit("Bytes", PositionType.Right, bytes);
```

- Play registered .tactosy feedbacks with file name

- plugin automatically register tactosy files in BhapticsManager's pathPrefix with their file name

```
/* Play from the specific time */
HapticPlayer.SubmitRegistered("ArrowRelease", .2f);
/* Just play all feedback of .tactosy file */
HapticPlayer.SubmitRegistered("Fireball");
```

- TurnOff Signal

```
/* Turn off all Haptic feedbacks */
HapticPlayer.TurnOff();
/* Turn off the Haptic feedback with the Key string */
HapticPlayer.TurnOff("Fireball");
```

- Check whether Playing signal or not

```
/* Return the bool whether Fireball is playing */
bool isFireballFeedbackPlaying = HapticPlayer.IsPlaying("Fireball");
/* Return the bool whether any feedback is playing */
bool isAnyFeedbackPlaying = HapticPlayer.IsPlaying();
```

Sample Application

There are some demos which contain Haptic feedbacks in Unity based app. * Tactosy feedback to archery game : * https://github.com/codeblv/Bhaptics_Longbow_Archery