Unity plugin

This project will help to integrate bHaptics' haptic devices into Unity environments.

Prerequisite

- bHaptics Player needs to be installed (Windows)
  - The app can be found at
    bHaptics webpage: http://www.bhaptics.com

How to install

Download from the Unity Asset Store

- https://www.assetstore.unity3d.com/en/#!/content/76647

Download the package file, then import it into a Unity Project

- https://github.com/bhaptics/tac-sharp/releases

Clone from the github repository, then open it in Unity

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

Tutorial Videos

- Tutorials : https://www.youtube.com/playlist?list=PLfaa78_N6dlvd0Ha0s0Y_LT62-Oqp8N2A

How to use

- Default Test Scene

```
>Go to Assets > bHapticsManager > Examples > open 1. Simple Example with
TactSouce.scene
Select the [bHaptics Manager] Prefab in the scene.
Some example feedback effects are automatically loaded, ready for testing.
You can check each feedback effect by pushing the corresponding button while
playing in the editor.
```

- To apply to your own project, just add the [bHaptics Manager] Prefab to your scene.
- Then add TactSource to the GameObject in the inspector.

Options in [bHapticsManager]

visualizeFeedbacks

- Enable/disable visualization of haptic feedback

LaunchPlayerIfNotRunning

• Enable/disable launching bHaptics Player if it is installed and it is not running.

Notes

• Migration to 1.3.0

```
// from
BhapticsManager.HapticPlayer.SubmitRegistered("BowShoot");

// to
BhapticsManager.HapticPlayer.SubmitRegistered(BhapticsManager.GetFeedbackId("BowSho
ot"));
```

• Migration to 1.2.2

```
// from
SubmitRegistered(string key, TransformOption option)

// to
SubmitRegisteredVestRotation(string key, RotationOption)

// from
SubmitRegistered(string key, float intensityRatio, float durationRatio)

// to
SubmitRegistered(string key, ScaleOption option)
```

• Migration from 1.0.3 to 1.0.4

```
var hapticPlayer = FindObjectOfType<BhapticsManager>().HapticPlayer();

// To
var hapticPlayer = BhapticsManager.HapticPlayer;
```