Basic Set-up

In order to use the haptics, you first need to download the bHaptics Player, found at:

https://www.bhaptics.com/support/download/

It generally looks like this:
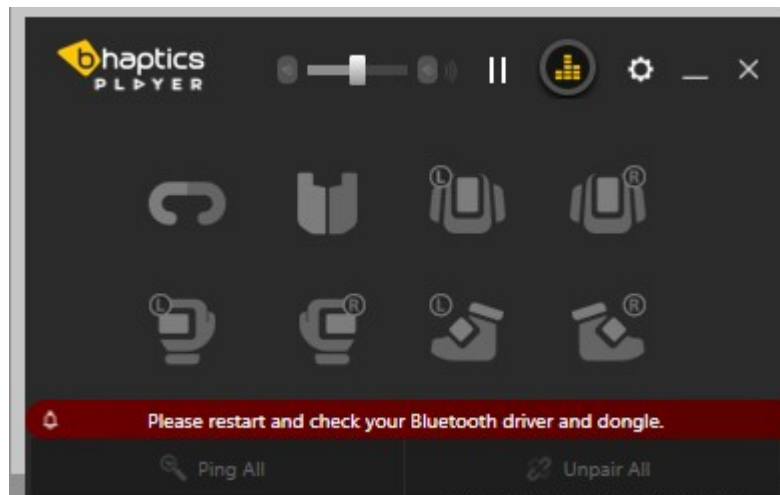
After that, you hook up the devices through bluetooth, and the proprietary software should do the rest of the work in connecting it with our Unity project.

Inside the Unity Project

Any scene that you want to use the haptic devices in needs the "**[bHaptics]**" prefab. Our "SampleScene" already has an instance of this object. It looks like this:
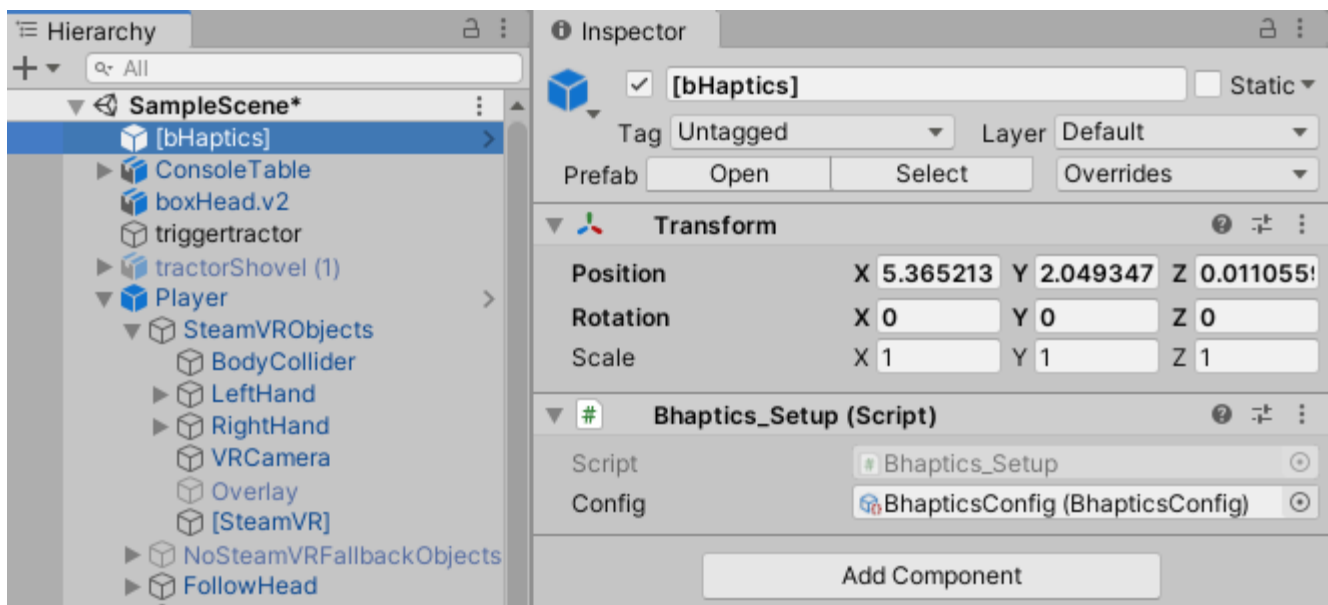
In order to make use of the haptic devices, you will need two essential components. First is the "**Haptic Receiver**" script. This part should generally already be taken care of. The script itself looks like this:
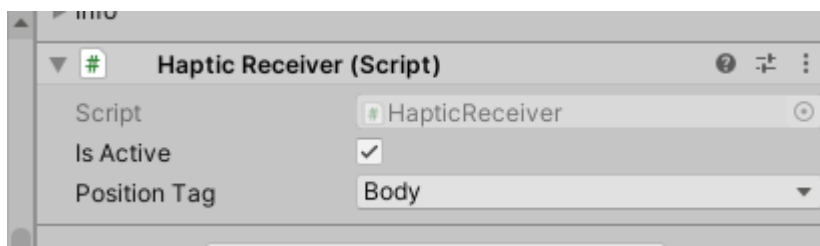
It is intended to be attached to a game object which already has a collider. In our case, I have added a haptic receiver to the SteamVR 'hands', 'head' and 'body'. In order to trigger the devices, you simply need to add a "**Haptic Sender**" script to any preexisting game object which also possesses a collider. Then, simply add the vibration pattern you want, in the locations you want:
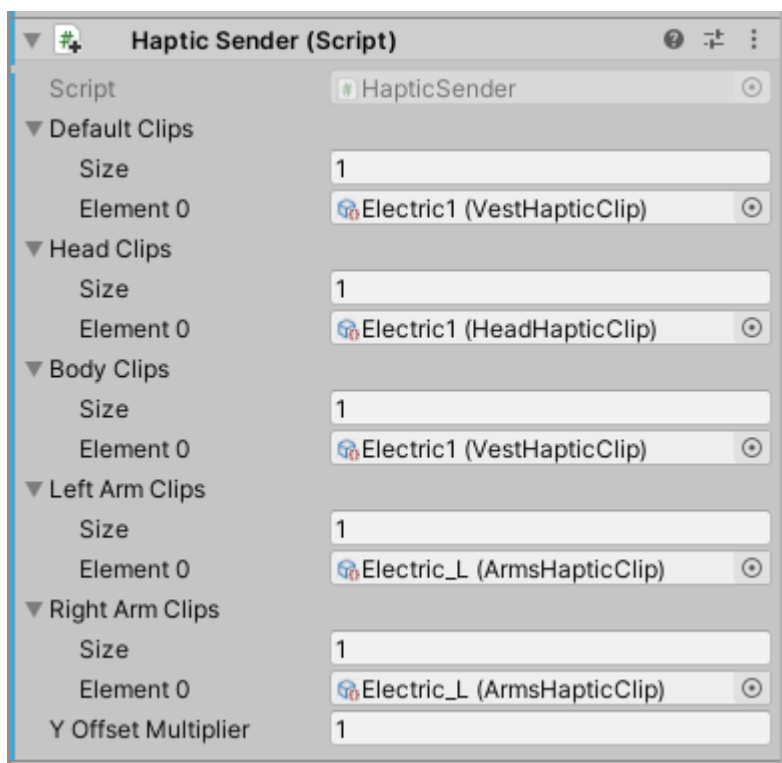
You will need to specify how many clips (usually 1) for each location that can be activated, and then drag clips to the "Element 0" slot in the inspector. The bHaptics package comes with many pre-made vibration patterns, which can be found under **Bhaptics/HapticPatterns** in the Project files:
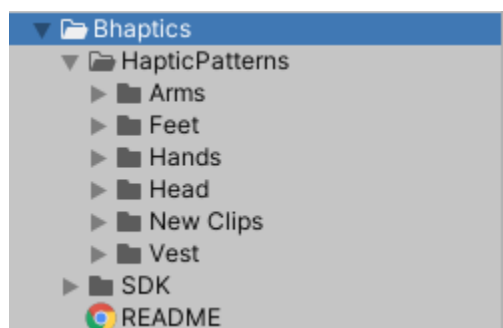
Lastly, our project features a "**Remote Vibrate**" script, to activate all possible haptic devices. This requires neither the haptic receiver nor the haptic sender script. The script itself is located on the "**Haptic Parent**" object in the project Hierarchy. Only one instance of the script should exist, on our "Haptic Parent" prefab. To utilize the script, simply add a reference to the Game Object in any other script, and call:

GetComponent<RemoteVibrate>().ActivateTrigger();