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Impulse Vibrations for iOS and Android (aka Taptic or Haptic Engine)

Impulse Vibrations is providing bridging between mobile haptic vibration API's and Unity3D Engine. Basically, it's an wrapper around UIFeedbackGenerator [iOS], Vibrator [Android], and View#performHapticFeedback() [Android].

Unlike most of the other Unity plugins, this will not provide you a common interface for each platform. Yet, it will give you more control over the code as a developer!

OS/Device Support

- Support iOS 10+ starting from iPhone 7 to the latest model/OS
- Supports all Android versions

Features

- Example Unity scene to test the API.
- Has safe to use API, it checks the OS versions and fallbacks in some cases.
- It has one line easy to use integration.
- iOS Taptic Engine support with `UIFeedbackGenerator` class.
- Android `Vibrator` class support.
- Android `View#performHapticFeedback()` class support for starting from SDK level 26.
- API documentation and Comments above the functions
- All of the source code included, so it's open for extend.

iOS API

- UISelectionFeedbackGenerator
- UIImpactFeedbackGenerator (light, medium, heavy, rigid, soft)
- UINotificationFeedbackGenerator (success, warning, error)

Android API

- HapticFeedbackConstants
- Vibrate with VibrationEffect (long milliseconds, int amplitude = -1)

Important Note

- Don't forget to add the `using ImpulseVibrations;` line on the top of your class.
- Some Android devices doesn't support all of the Haptic Feedbacks.
- Taptic Engine and Vibrations will only work on the physical device. So consider the test this feature on the real device instead of Unity Editor.

Example

- For iOS you could try `Vibrator.iOSVibrate();` , This will trigger `selection` feedback.
- For Android you could try `Vibrator.AndroidVibrate(HapticFeedbackConstants.LONG_PRESS);` , This will trigger the long press feedback.

Namespace ImpulseVibrations

Classes

Vibrator

Enums

HapticFeedbackConstants

Constants to be used to perform haptic feedback effects via View#performHapticFeedback(int) Added in API level 3
https://developer.android.com/reference/android/view/HapticFeedbackConstants

ImpactTypeFeedback

A concrete UIFeedbackGenerator subclass that creates haptics to simulate physical impacts. iOS 10+
https://developer.apple.com/documentation/uikit/uiimpactfeedbackgenerator

NotificationTypeFeedback

A concrete UIFeedbackGenerator subclass that creates haptics to communicate successes, failures, and warnings. iOS 10+
https://developer.apple.com/documentation/uikit/uinotificationfeedbackgenerator

SelectionTypeFeedback

A concrete UIFeedbackGenerator subclass that creates haptics to indicate a change in selection. iOS 10+
https://developer.apple.com/documentation/uikit/uiselectionfeedbackgenerator