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A concrete UIFeedbackGenerator subclass that creates haptics to indicate a change in selection. iOS 10+
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Enum 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

Namespace: ImpulseVibrations

Assembly: Assembly-CSharp.dll

Syntax

```
public enum HapticFeedbackConstants
```

Fields

NAME	DESCRIPTION
CLOCK_TICK	The user has pressed either an hour or minute tick of a Clock. Added in API level 21 https://developer.android.com/reference/android/view/HapticFeedbackConstants
CONFIRM	A haptic effect to signal the confirmation or successful completion of a user interaction. Added in API level 30 https://developer.android.com/reference/android/view/HapticFeedbackConstants
CONTEXT_CLICK	The user has performed a context click on an object. Added in API level 23 https://developer.android.com/reference/android/view/HapticFeedbackConstants
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KEYBOARD_RELEASE	The user has released a virtual keyboard key. Added in API level 27 https://developer.android.com/reference/android/view/HapticFeedbackConstants

NAME	DESCRIPTION
KEYBOARD_TAP	The user has pressed a soft keyboard key. Added in API level 8 https://developer.android.com/reference/android/view/HapticFeedbackConstants
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REJECT	A haptic effect to signal the rejection or failure of a user interaction. Added in API level 30 https://developer.android.com/reference/android/view/HapticFeedbackConstants
TEXT_HANDLE_MOVE	The user has performed a selection/insertion handle move on text field. Added in API level 27 https://developer.android.com/reference/android/view/HapticFeedbackConstants
VIRTUAL_KEY	The user has pressed on a virtual on-screen key. Added in API level 5 https://developer.android.com/reference/android/view/HapticFeedbackConstants
VIRTUAL_KEY_RELEASE	The user has released a virtual key. Added in API level 27 https://developer.android.com/reference/android/view/HapticFeedbackConstants

Enum ImpactTypeFeedback

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

Namespace: ImpulseVibrations

Assembly: Assembly-CSharp.dll

Syntax

```
public enum ImpactTypeFeedback
```

Fields

NAME	DESCRIPTION
IMPACT_HEAVY	The mass of the objects in the collision simulated by a UIImpactFeedbackGenerator object. A collision between large, heavy user interface elements. iOS 10+ https://developer.apple.com/documentation/uikit/uiimpactfeedbackgenerator/feedbackstyle
IMPACT_LIGHT	The mass of the objects in the collision simulated by a UIImpactFeedbackGenerator object. A collision between small, light user interface elements. iOS 10+ https://developer.apple.com/documentation/uikit/uiimpactfeedbackgenerator/feedbackstyle
IMPACT_MEDIUM	The mass of the objects in the collision simulated by a UIImpactFeedbackGenerator object. A collision between moderately sized user interface elements. iOS 10+ https://developer.apple.com/documentation/uikit/uiimpactfeedbackgenerator/feedbackstyle
IMPACT_RIGID	The mass of the objects in the collision simulated by a UIImpactFeedbackGenerator object. iOS 13+ https://developer.apple.com/documentation/uikit/uiimpactfeedbackgenerator/feedbackstyle
IMPACT_SOFT	The mass of the objects in the collision simulated by a UIImpactFeedbackGenerator object. iOS 13+ https://developer.apple.com/documentation/uikit/uiimpactfeedbackgenerator/feedbackstyle

Enum NotificationTypeFeedback

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

Namespace: ImpulseVibrations

Assembly: Assembly-CSharp.dll

Syntax

```
public enum NotificationTypeFeedback
```

Fields

NAME	DESCRIPTION
NOTIFICATION_ERROR	The type of notification generated by a UINotificationFeedbackGenerator object. A notification feedback type, indicating that a task has failed. iOS 10+ https://developer.apple.com/documentation/uikit/uinotificationfeedbackgenerator/feedbacktype
NOTIFICATION_SUCCESS	The type of notification generated by a UINotificationFeedbackGenerator object. A notification feedback type, indicating that a task has completed successfully. iOS 10+ https://developer.apple.com/documentation/uikit/uinotificationfeedbackgenerator/feedbacktype
NOTIFICATION_WARNING	The type of notification generated by a UINotificationFeedbackGenerator object. A notification feedback type, indicating that a task has produced a warning. iOS 10+ https://developer.apple.com/documentation/uikit/uinotificationfeedbackgenerator/feedbacktype

Enum SelectionTypeFeedback

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

Namespace: ImpulseVibrations

Assembly: Assembly-CSharp.dll

Syntax

```
public enum SelectionTypeFeedback
```

Fields

NAME	DESCRIPTION
SELECTION	Use selection feedback to communicate movement through a series of discrete values. iOS 10+ https://developer.apple.com/documentation/uikit/uiselectionfeedbackgenerator

Class Vibrator

Inheritance

System.Object
Vibrator

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: ImpulseVibrations

Assembly: Assembly-CSharp.dll

Syntax

```
public class Vibrator
```

Properties

IsHapticEngineSupported

Checks the device have a haptic engine Added in Android API level 11 iOS 10+

Declaration

```
public static bool IsHapticEngineSupported { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

AndroidVibrate(HapticFeedbackConstants, HapticFeedbackConstants)

This uses `performHapticFeedback` function from the View class to trigger haptic feedbacks.

Declaration

```
public static bool AndroidVibrate(HapticFeedbackConstants feedbackConstant, HapticFeedbackConstants flag =
HapticFeedbackConstants.FLAG_IGNORE_GLOBAL_SETTING)
```

Parameters

TYPE	NAME	DESCRIPTION
HapticFeedbackConstants	feedbackConstant	
HapticFeedbackConstants	flag	

Returns

TYPE	DESCRIPTION
System.Boolean	

AndroidVibrate(Int64, Int32)

This uses the `android.os.Vibrator` to trigger `Vibrate` function.

Declaration

```
public static void AndroidVibrate(long milliseconds, int amplitude = -1)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int64	milliseconds	
System.Int32	amplitude	

GetAndroidSDKLevel()

Returns Android SDL version level of the device.

Declaration

```
public static int GetAndroidSDKLevel()
```

Returns

TYPE	DESCRIPTION
System.Int32	

iOSVibrate(ImpactTypeFeedback, Single)

This uses iOS's `UIImpactFeedbackGenerator` class for haptics.

Declaration

```
public static void iOSVibrate(ImpactTypeFeedback impact, float intensity = -1F)
```

Parameters

TYPE	NAME	DESCRIPTION
ImpactTypeFeedback	impact	
System.Single	intensity	

iOSVibrate(NotificationTypeFeedback)

This uses iOS's `UINotificationFeedbackGenerator` class for haptics.

Declaration

```
public static void iOSVibrate(NotificationTypeFeedback notification)
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationTypeFeedback	notification	

iOSVibrate(SelectionTypeFeedback)

This uses iOS's `UISelectionFeedbackGenerator` class for haptics.

Declaration

```
public static void iOSVibrate(SelectionTypeFeedback selection = SelectionTypeFeedback.SELECTION)
```

Parameters

TYPE	NAME	DESCRIPTION
SelectionTypeFeedback	selection	

UnityVibrate()

Shorthand to call the default Vibrate function provided by Unity Engine if you're already using this class. Also, Lazy hack to add `android.permission.VIBRATE` permission into the `AndroidManifest.xml`.

Declaration

```
public static void UnityVibrate()
```