

# bHaptics Unity SDK2(Beta)

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- Current version is 2.0.8
- This project will help integrate bHaptics' haptic devices into Unity environments.
- If you use it for the first time, be sure to read [Plug in deployed events to Unity](#).

## Prerequisite (Only for Windows8.1 or higher)

- [bHaptics Player](#) has to be installed (windows) and running.
- Our SDK is used with the [bHaptics Developer Portal](#).

## Migrate from SDK2(~2.0.5) to Latest SDK2

- The folder structure has been changed in this update as a result of using asmdef, which may cause issues when updating from previous versions. If your existing project is using SDK2 (~2.0.5), please backup your project and follow the provided guide to proceed with the update.
- [How to migrate from SDK2\(~2.0.5\) to Latest SDK2](#)

## Migrate from SDK1(old) to SDK2(new)

- If you used the SDK1(~v1.6.6), you can download Migration Package.
- Please read [How to migrate from SDK1\(old\) to SDK2\(new\)](#).

## Documentation

- Step 1. [Create haptic events using bHaptics Developer Portal](#)
- Step 2. [Plug in deployed events to Unity](#)
- Migration. [How to migrate from SDK1\(old\) to SDK2\(new\)](#)
- Migration. [How to migrate from SDK2\(~2.0.5\) to Latest SDK2](#)

**Last update of README.md: May. 22th, 2023.**

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