

bHaptics Unity SDK2(Beta)

- Current version is 2.0.2
- 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 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\(new\)](#)

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