bHaptics Unity SDK2(Beta)

- Current version is 2.0.3
- 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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