

UniHaptic plugin user's manual

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# UniHaptic

## Native plugin for Unity3D developers

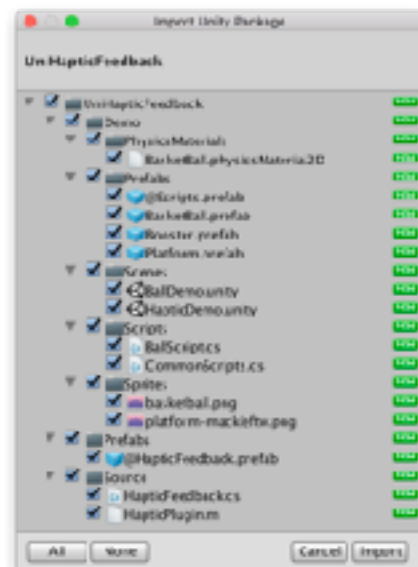
Thanks for purchasing UniHaptic plugin for Unity3D.

Hardware compatibility:

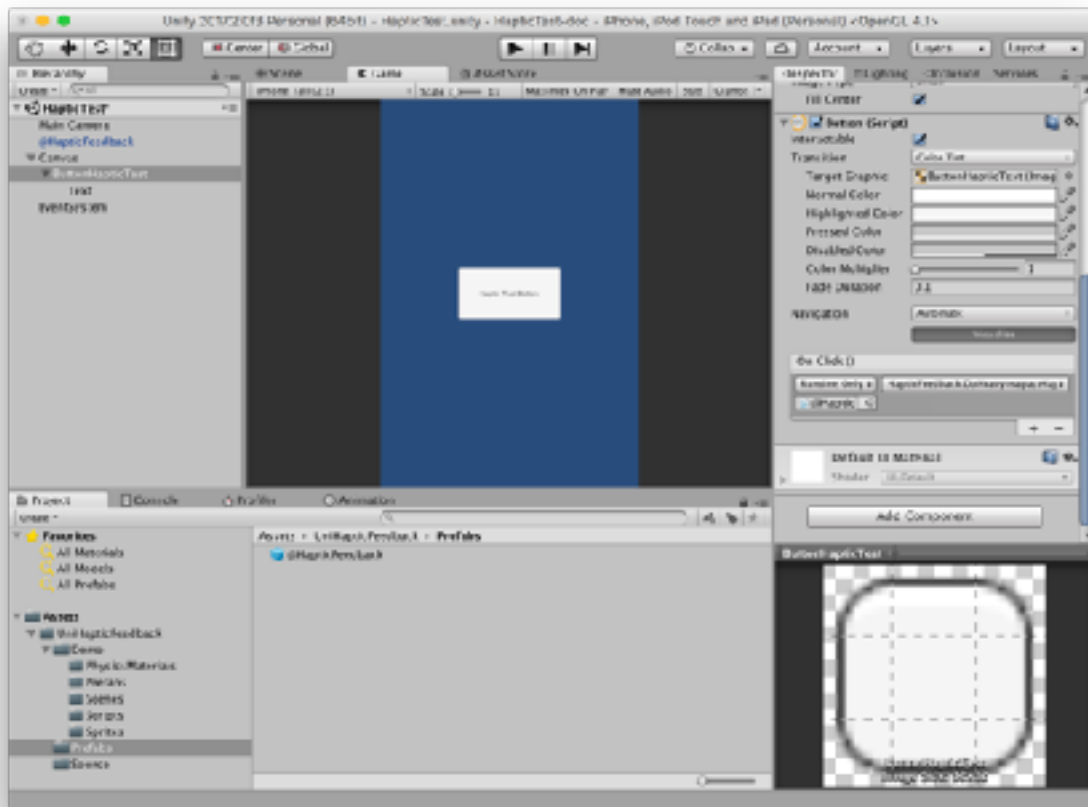
- iPhone 6/6s
- iPhone 7/7s
- iPhone 8/8s
- iPhone X

Software Requirement:

- Unity3D
- Xcode
- iOS device with minimum iOS 10



Installation / basic setup:



- Import the **UniHapticFeedback** unity package to your project!
- Drag & Drop **@HapticFeedback prefab** to the scene Hierarchy
- Now you are ready to use the Haptic feedbacks on the compatible iOS devices. Please note, the haptic feedback is only available from iPhone 7, iPhone 7S, iPhone 8, iPhone 8S and iPhone X currently. However the plugin has an iPhone 6/6S fallback compatibility with a limited **ImpactHaptic** usage.

You can learn more about the plugin if you build the project and check out the **HapticDemo.scene** and **BallDemo.scene** to an iOS 10 or later device.

Please RATE US and our ASSETS and SCRIPTS and feature requests are always warm welcome!

THANK YOU! - Level One Games

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