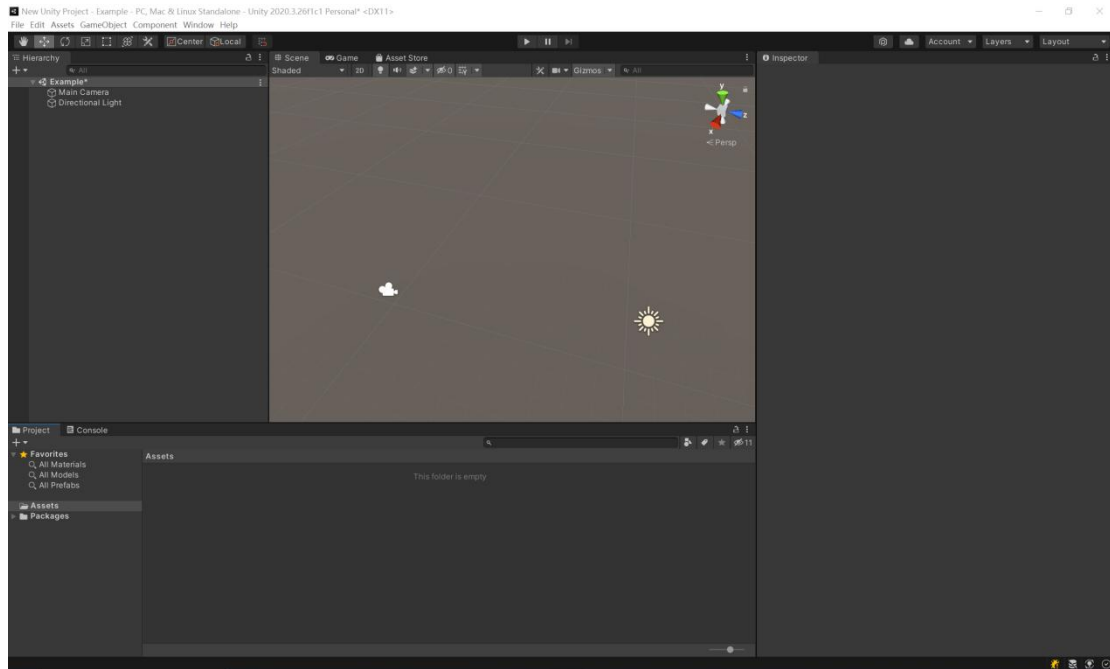
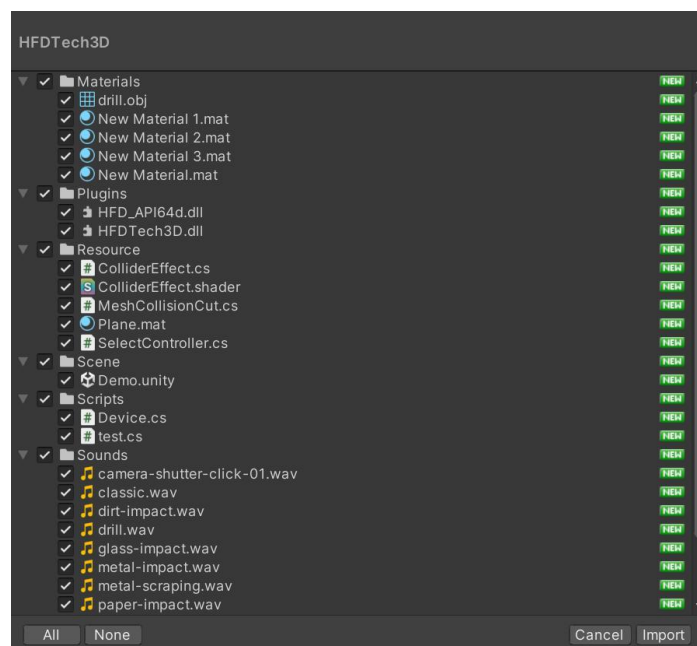


1、How to use HFDTech3D Plugin in Unity?

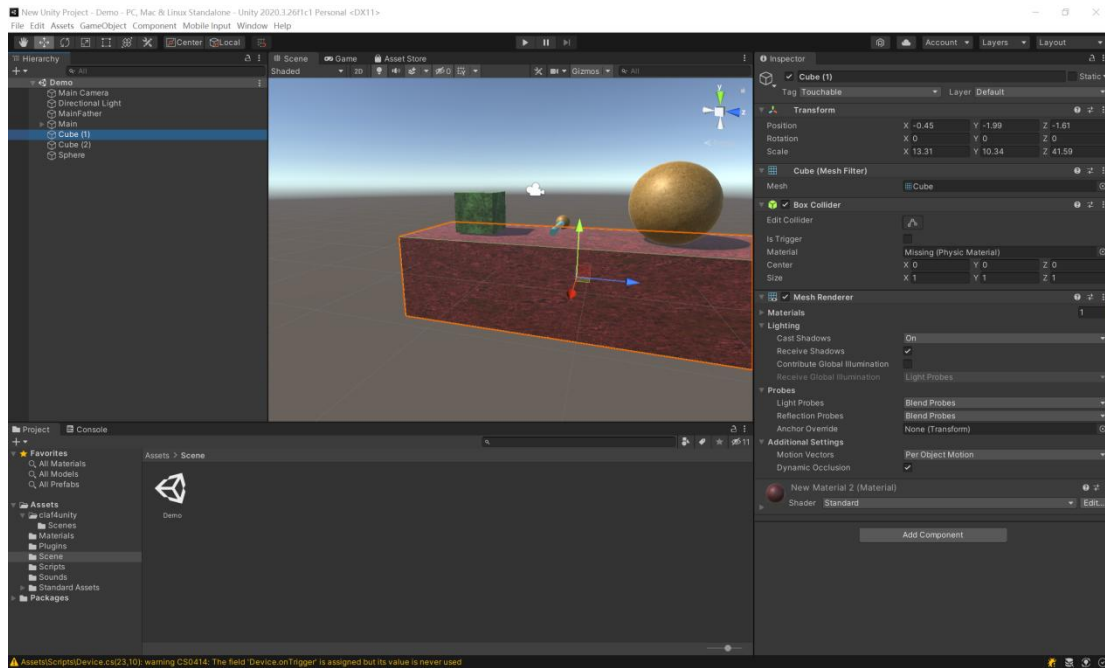
Create Unity Project (We use 2020.3.26 Version)



Import HFDTech3D.untypackage

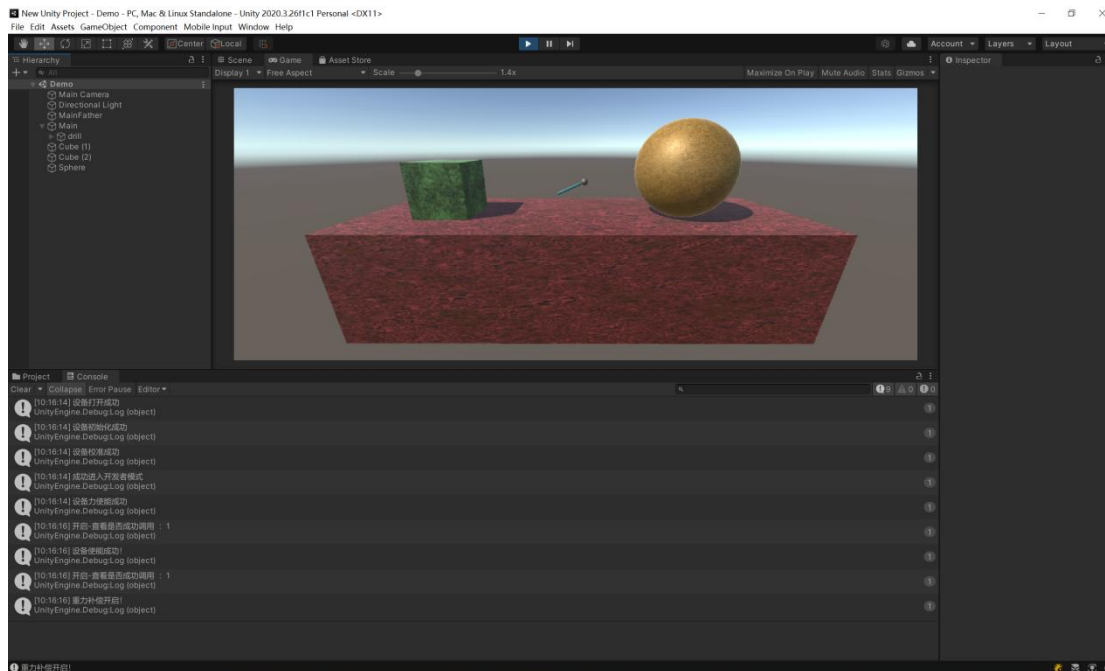


Open Assets/Scene/Demo.scene



Open HFD Force Device and Click Play

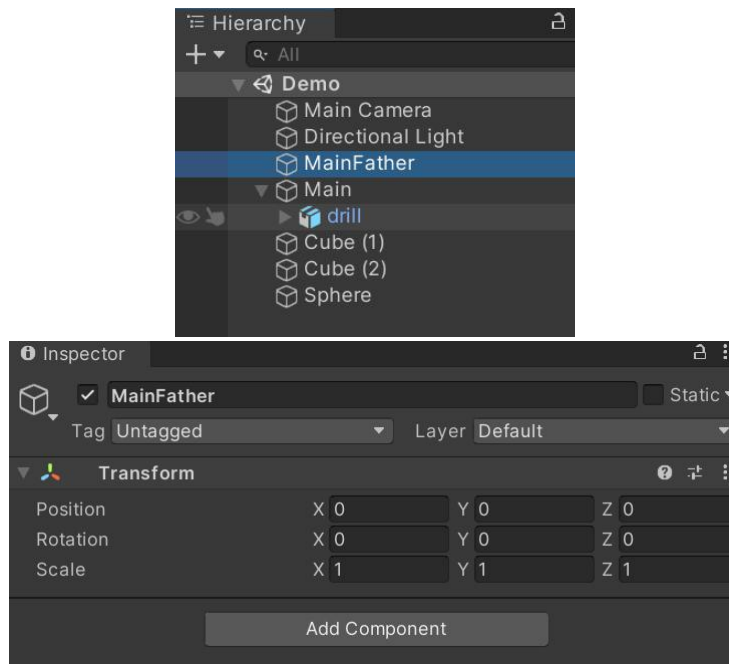
Then Click 'Q' and 'W' in keyboard



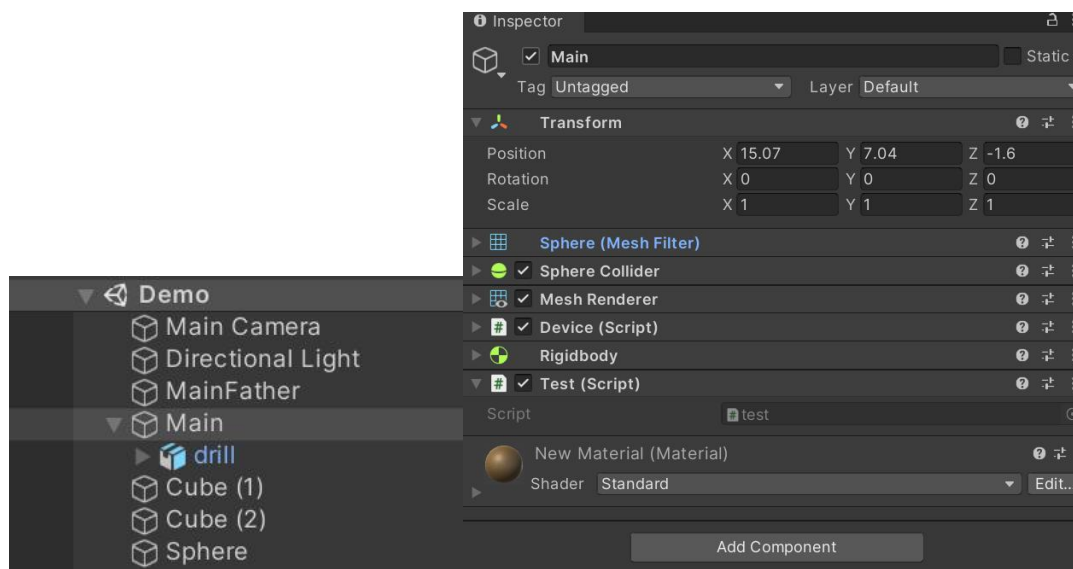
OK, You can now feel force sensory information through the device!

2、 How to create your force sensory scene?

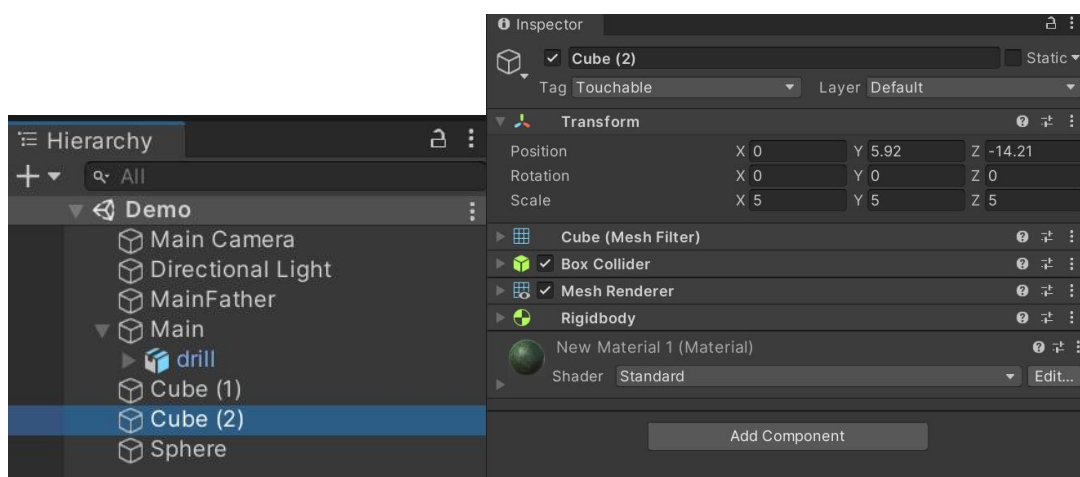
Create a new GameObject named MainFather



Import any model, need MeshFilter、 MeshRender、 Collider、 Rigidbody、 Device(Script)、 Test(Script) Component, it's your force tool!



Import any model, need MeshFilter、 MeshRender、 Collider、 Rigidbody Component, and set tag 'Touchable'



You can touch model now!