Easy Haptics

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This asset provides high quality Haptic(Taptic) Vibration Engine for iOS/Android. It supports Popular vibration patterns for Ios and Android and key feature for create your own vibration pattern

Basic

- Use **EasyHaptic.Play(EVibrationType.LightImpact)** for play LightImpact Vibration
- All types of vibration - LightImpact, MediumImpact, HeavyImpact, Success,Warning,Failure
  Example

```
EasyHaptic.Play(EVibrationType.LightImpact);
EasyHaptic.Play(EVibrationType.MediumImpact);
// etc...
```

- Use **EasyHaptic.hapticOn** for turn on/off haptic play.
- Use **EasyHaptic.PlayCustom(CustomVibrationData customData)** for play your custom vibration.
- **CustomVibrationData** class contains 3 variables
  - durationInSeconds - Vibrate for specified seconds
  - amplitude - Amplitude(force) of vibration. Use values between 0-100 (Remember not all Android devices support amplitude controller. So for better user experience try play with "durationInSeconds" variable)
  - sharpness - (ONLY FOR IOS) better explanation here - https://developer.apple.com/design/human-interface-guidelines/ios/user-interaction/haptics/
  Example

```
long customDurationInSeconds = 2;
float customAmplitude = 100;
float sharpness = 50;

CustomVibrationData customData = new CustomVibrationData();
customData.amplitude = customAmplitude;
customData.durationInSeconds = customDurationInSeconds;
customData.sharpness = sharpness;

EasyHaptic.PlayCustom(customData);
```

Check out **EasyHapticExample.cs** in the package and a **EasyHapticExample scene**.
If you need help regarding the asset contact me at
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