

# bHaptics Unity SDK2 Documentation

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**Version:** 2.2.1

Welcome to the bHaptics Unity SDK2! This SDK is designed to seamlessly integrate bHaptics' haptic devices with Unity. If you're a first-time user, please start with our guide on [Integrating Deployed Events with Unity](#).

## Prerequisites (Windows 8.1 or higher only)

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- Ensure the [bHaptics Player](#) is installed and actively running on your Windows system.
- Access our SDK through the [bHaptics Developer Portal](#).

## Migration Guidance

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### Migrating from SDK2 (up to version 2.0.5) to Latest SDK2

With the recent update, we've modified the folder structure due to the incorporation of asmdef. This might pose some issues for those updating from older versions.

- **Important:** Before updating, create a backup of your existing project.
- Refer to our detailed migration guide: [Migrating from SDK2 \(up to 2.0.5\) to Latest SDK2](#).

### Migrating from SDK1 (old) to SDK2 (new)

If you're transitioning from SDK1 (up to version 1.6.6), a Migration Package is available for download.

- Comprehensive migration instructions: [Migrating from SDK1 to SDK2](#).

## Getting Started with SDK2

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1. [Create Haptic Events with bHaptics Developer Portal](#)
2. [Integrate Deployed Events with Unity](#)

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