Haptic Feedback for iOS

Easily trigger the iOS taptic engine for the iPhone 7 and iPhone 7 Plus.

Installation

1. Import the package
2. You can skip or delete the examples folder

Haptic Feedback Types

Information on making selection found in Apple Docs:
https://developer.apple.com/reference/uikit/uifeedbackgenerator

1. **Impact Feedback**: 3 types – Light, Medium, Heavy
   "Use impact feedback to indicate that an impact has occurred. For example, you might trigger impact feedback when a user interface object collides with another object or snaps into place."
2. **Selection Feedback**: "Use selection feedback to communicate movement through a series of discrete values."
3. **Notification Feedback**: 3 types – Warning, Error, Success
   "Use notification feedback to communicate that a task or action has succeeded, failed, or produced a warning of some kind."

More suggestions from Apple can be found here: https://developer.apple.com/ios/human-interface-guidelines/interaction/feedback/

Methods

1. **TriggerWarning()** - "A notification feedback type, indicating that a task has produced a warning."
2. **TriggerError()** - "A notification feedback type, indicating that a task has failed."
3. **TriggerSuccess()** - "A notification feedback type, indicating that a task has completed successfully."
4. **TriggerLight()** - "A collision between small, light user interface elements."
5. **TriggerMedium()** - "A collision between moderately sized user interface elements."
6. **TriggerHeavy()** - "A collision between large, heavy user interface elements."
7. **TriggerSelectionChange()** - "This method tells the generator that the user has changed a selection. In response, the generator may play the appropriate haptics. Do not use this feedback when the user makes or confirms a selection; use it only when the selection changes."

Usage

All methods can be called from any script using the TapticEngine class:
Example:

```
public class GameManager{
        void Win(){
                TapticEngine.TriggerSuccess();
        }
}
```

Button press, slider moving, and moving scroll view examples can all be found in the included example scene.

Notes

To properly function, the unity project must be built and running on a supported device (iPhone 7 or iPhone 7 Plus). This will not work with UnityRemote, an XCode iPhone Simulator, or an older iPhone.