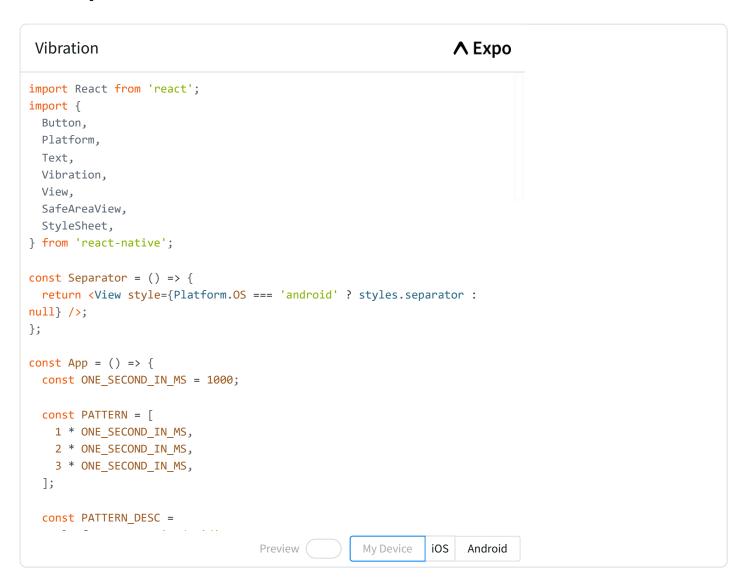
Vibration

Vibrates the device.

Example



Android apps should request the android.permission.VIBRATE permission by adding <uses-permission android:name="android.permission.VIBRATE"/> to
AndroidManifest.xml.

The Vibration API is implemented as a AudioServicesPlaySystemSound(kSystemSoundID_Vibrate) call on iOS.

Reference

Methods

```
cancel()
```

```
static cancel();
```

Call this to stop vibrating after having invoked vibrate() with repetition enabled.

vibrate()

```
static vibrate(
  pattern?: number | number[],
  repeat?: boolean
);
```

Triggers a vibration with a fixed duration.

On Android, the vibration duration defaults to 400 milliseconds, and an arbitrary vibration duration can be specified by passing a number as the value for the pattern argument. **On iOS,** the vibration duration is fixed at roughly 400 milliseconds.

The vibrate() method can take a pattern argument with an array of numbers that represent time in milliseconds. You may set repeat to true to run through the vibration pattern in a loop until cancel() is called.

9/6/23, 12:48 AM Vibration · React Native

On Android, the odd indices of the pattern array represent the vibration duration, while the even ones represent the separation time. On iOS, the numbers in the pattern array represent the separation time, as the vibration duration is fixed.

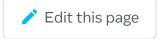
Parameters:

NAME	TYPE	DEFAULT	DESCRIPTION
pattern	number Android array of numbers	400	Vibration duration in milliseconds. Vibration pattern as an array of numbers in milliseconds.
repeat	boolean	false	Repeat vibration pattern until cancel().









Last updated on Jun 21, 2023