

# ApexConstruct X bHaptics

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## TactSource Loop

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bHaptics\_TactSourceLoopSample.cs

```
참조 1개
private IEnumerator LoopPlay(TactSource tactSource)
{
    if (tactSource == null)
    {
        loopCoroutine = null;
        yield break;
    }
    while (true)
    {
        if (!tactSource.IsPlaying())
        {
            tactSource.Play();
        }
        yield return null;
    }
}
```

You can check tactsource is playing using isPlaying function.  
you can make simple loop coroutine like sample source.