Unity plugin

- This project will help integrate bHaptics' haptic devices into Unity environments.
- Current version is 1.6.7

```
## Unity SDK Migration Guide 1.5.9 to 1.6.0 - for Android
* The location permission is no longer need. Just use Bluetooth pairing on
Android.
* [bHapticsAndroidWidget] prefab is changed to [bHapticsAndroidUI] prefab.
* For more information, see [How to set up in the Oculus Quest] below.
```

- You can check the migration guide for previous versions **HERE**.

Prerequisite (Only for Windows8.1 or higher)

- bHaptics Player has to be installed (windows) and running.

Download

- Unity Asset Store

Or

- Download the package file, then import it into your Unity Project
- You can use bHaptics VR Player for Oculus Quest2.

Documentation

- Getting Started Guide
- How to set up in the Oculus Quest
- Advanced Guide
- FAQ
- Migration guide

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