Unity plugin

- This project will help to integrate bHaptics' haptic devices into Unity environments.
- Current version is 1.4.4

1. Prerequisite

bHaptics Player needs to be installed (Windows 8.1, 10, Android)

- The apps can be found at
  bHaptics webpage: http://www.bhaptics.com
- Android Appstore : https://play.google.com/store/apps/details?id=com.bhaptics.player

2. How to install

(1) Download from the Unity Asset Store

- https://assetstore.unity.com/packages/tools/integration/bhaptics-haptic-plugin-76647

(2) Download the package file, then import it into a Unity Project

- https://github.com/bhaptics/haptic-library/releases

3. Tutorial Videos

- Tutorials : https://www.youtube.com/playlist?list=PLfaa78_N6dlvd0Ha0s0Y_LT62-Oqp8N2A

4. How to use

(1) Default Test Scene

```
>Go to Assets > bHapticsManager > Examples > open 1. Simple Example with TactSouce.scene
Select the [bHaptics Manager] Prefab in the scene.
Some example feedback effects are automatically loaded, ready for testing.
You can check each feedback effect by pushing the corresponding button while playing in the editor.
```

(2) To apply to your own project, just add the [bHaptics Manager] Prefab to your scene.

(3) Then add TactSource to the GameObject in the inspector.

5. Options in [bHapticsManager]

(1) visualizeFeedbacks

- Enable/disable visualization of haptic feedback

(2) LaunchPlayerIfNotRunning (Windows only)

- Enable/disable launching bHaptics Player if it is installed and it is not running.

6. Android Issues

(1) Prerequisite

- Make sure that all the android setting with unity must be fininshed.
- https://unity3d.com/kr/learn/tutorials/topics/mobile-touch/building-your-unity-game-android-device-testing
- THe version of the Android device must be higher or equals to 4.3(API level 18) - https://developer.android.com/guide/topics/connectivity/bluetooth-le

(2) If there is not a paired device, then the SDK will do nothing.

(3) setting for AndroidManifest.xml

- Please refer to AndroidManifest-bhaptics.xml
- If your project contains a custom AndroidManifest.xml file, copy

```xml
<service android:name="com.bhaptics.tact.ble.BhapticsService">
  <intent-filter>
    <action android:name="com.bhaptics.player.Service" />
    <action android:name="android.intent.action.MAIN" />
    <category android:name="android.intent.category.DEFAULT" />
  </intent-filter>
</service>

<activity android:name="com.bhaptics.tact.unity.HapticPlayerWrapper"
      android:label="@string/app_name"
```

```
            android:configChanges="fontScale|keyboard|keyboardHidden|locale|mnc|mcc|navigation|orientation|screenLayout|screenSize|smallestScreenSize|uiMode|touchscreen">
    </activity>
```

- Otherwise, copy this file to this location in your project:

```
    Assets/Plugins/Android/AndroidManifest.xml.
```
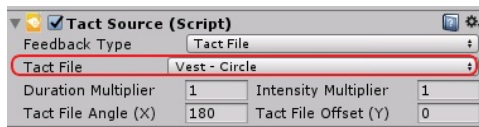
(4) Checkout how unity manage AndroidMenifest.xml

- https://docs.unity3d.com/2018.1/Documentation/Manual/android-manifest.html

(5)How to install the bhaptics Player at Daydream standalone devices.

- https://uploadvr.com/android-daydream-app-standalone-how-to/

7. Notes

(1) Migration to 1.4.4

- Tact File setting will be broken. Please reconnect tact file in TactSource.

(2) Migration to 1.3.1

- namespace changed from Bhaptics.Tac to Bhaptics.Tact

```
Bhaptics.Tac --> Bhaptics.Tact
Bhaptics.Tac.Unity --> Bhaptics.Tact.Unity
```

(3) Migration to 1.3.0

```
// from
BhapticsManager.HapticPlayer.SubmitRegistered("BowShoot");

// to
BhapticsManager.HapticPlayer.SubmitRegistered(BhapticsManager.GetFeedbackId("BowShoot"));
```

(4) Migration to 1.2.2

```
// from
SubmitRegistered(string key, TransformOption option)

// to
SubmitRegisteredVestRotation(string key, RotationOption option)

// from
SubmitRegistered(string key, float intensityRatio, float durationRatio)

// to
SubmitRegistered(string key, ScaleOption option)
```

(5) Migration from 1.0.3 to 1.0.4

```
var hapticPlayer = FindObjectOfType<BhapticsManager>().HapticPlayer();

// To
var hapticPlayer = BhapticsManager.HapticPlayer;
```

Last update of README.md: Apr 12th, 2019.