

Using the HypeRate Plugin for your Game

Release Notes

1.0 (02/2022)

Plugin Overview

The HypeRate plugin for Unity enables bluetooth heart rate trackers compatible with HypeRate applications and services to receive heart rate data from HypeRate servers.

HypeRate App and Services

HypeRate is an app and service that enables user to stream their heart rate in real time from their Apple Watch or heart rate tracker, and display their heart rate in various designs on their live broadcast. With a unique User ID generated for every user, users can display their heart rate in a web browser and copy this source into their broadcast software to use as an overlay.

HypeRate is available as a Web Application, iOS (Open Beta), WearOS and soon on Android devices. Find more informations about HypeRate here: <https://www.hyperate.io> (<https://www.hyperate.io>)

Compatible Devices

Compatible devices are listed here: <https://www.hyperate.io/supported-devices> (<https://www.hyperate.io/supported-devices>)

Dependencies

- NativeWebSocket <https://github.com/endel/NativeWebSocket>

Usage Example

- HypeRateSocket.cs

Minimalistic Class to Connect to the HypeRate API. It provides two public variables for you to use.:

1. Websocket Token: Insert your API Key.
2. Hyperate ID: Insert your HypeRate ID.

For debugging purposes you can use "internal-testing" as the Hyperate ID.

It will send random Data for you to use.

Append the HyperateSocket.cs Script as a component to a "Text" gameObject in you scene.

Fill out the Public variables of the Script.

If you now start the Application or Game it will automatically connect to the Websocket Server.

Every time it receives new data the Text of the "Text" gameObject will update and display the current Heart Rate in BPM.

Example Project

Shooting Range simulator that alters your precision based on your current Heart Rate.

<https://github.com/HypeRate/Unity-Example>

For further informations, please visit our Discord Server.

<https://discord.gg/75jcqvHAH>