

# Tactosy Unity Plugin

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Thank you for installing Tactosy plugin. This can make your bHaptics devices respond to users' activities in Unity.

## Prerequisite

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- Tactosy app installed (Window or Mac)

You can find more information in our homepage - [bHaptics](#)

## How to use

- Test Default scene

Go to Assets > Tactosy > Example > open Default

Select [Tactosy] Prefab

There are 2 feedbacks, which already set for test.

Run unity then you can check them by pushing the button in inspector panel

- Apply more feedbacks

You can create your own Tactosy feedbacks via [Tactosy Studio](#)

Then just add them into Assets/Tactosy/Feedbacks/ (or you can manage this path) To get familiar with creating feedbacks, you should take a tutorial video in [bHaptics](#)

## APIs

- Initialize TactosyPlayer

```
public TactosyPlayer TactosyPlayer;  
private ISender sender;  
private ITimer timer;  
  
sender = new WebSocketSender();  
timer = GetComponent<UnityTimer>();  
TactosyPlayer = new TactosyPlayer(sender, timer);
```

- Play registered tactosy feedbacks with key

```
TactosyPlayer.SendSignal("ArrowRelease", .2f); // play from specific feedback poi  
TactosyPlayer.SendSignal("Fireball");
```

- TurnOff Signal

```
TactosyPlayer.TurnOff(); // turn off all tactosy feedback  
  
TactosyPlayer.TurnOff("Fireball"); // turn off feedback by key
```

- Check if Playing

```
bool isFireballFeedbackPlaying = TactosyPlayer.IsPlaying("Fireball");  
bool isAnyFeedbackPlaying = TactosyPlayer.IsPlaying();
```

## Dependencies

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Websocket sharp : <https://github.com/sta/websocket-sharp>

Json parser : <http://www.newtonsoft.com/json>

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