Mobile Haptics Pro: Free VS Ultimate Edition

Feature	Mobile Haptics Pro: FREE Edition	Mobile Haptics Pro: ULTIMATE Edition
Number of Haptics	4	10
Available Haptics	Select: Aim Locked, Confirm: Fire Confirmed, Alert: Critical Warning, Failure: Mission Abort	All FREE Edition Haptics + Very Soft Tap: Silent Drift, Soft Tap: Low Energy Pulse, Medium Tap: Standard Impact, Hard Tap: Full Power Shock, Quick Shockwave, Charged Wave
Camera Shake Effect	No	Yes
Customization Options	Limited	Full customization
Effect Previews	Yes	Yes (for all haptics)
Mobile Optimized	Yes	Yes (optimized for all haptics)
⚡ Exclusive Haptics ⚡	No	Yes (Quick Shockwave, Charged Wave, etc.)
Free Updates	Yes	Yes
Documentation	Full setup guide	Full setup guide
Support	via email	via email or Discord
Price	Free	Available at a great value on the 👉 Unity Asset Store

GET ★ THE ULTIMATE

4 VS 10 HAPTICS + CAMERA SHAKES

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Asset Summary

Mobile Haptics Pro is a Unity asset that provides advanced haptic feedback for mobile devices. It supports various haptic modes for Android devices, enhancing the user experience through tactile interactions.

Implementation Steps

1. Import the Asset

- Download and import the Mobile Touch Wave Pro package **into your Unity project.**

2. Attach the Scripts

'GameHaptics' Script:

- Create an empty GameObject (e.g., "GameManager").

- Attach the `GameHaptics` script to the GameObject.

Note: feel free to name the script & GameObject as you wish.

TapticWave & AndroidTapticWave Scripts:

Both are static classes and does not need to be attached to any GameObject directly.

3. Configure the UI Elements

Haptic Feedback Buttons:

- Create UI buttons for each haptic feedback mode (Select, Confirm, Alert, Failure, etc.).

- In the Button component's Inspector, add an OnClick() event.

- Assign the GameObject with the 'GameHaptics' script and select the corresponding method. (e.g., GameHaptics -> Select for the Select button).

Note: this is an example usage for UI buttons, same implementation will work on any other function call as well.

Customization Options

1. Haptic Modes:

Select, Confirm, Alert, Failure,

Very Soft Tap, Soft Tap, Medium Tap, Hard Tap,

Half Second Wave,

One Second Wave,

Two Seconds Wave.

Note: You can easily adjust the existing haptics to your preference or create new ones.

2. Adjusting Haptic Patterns:

Modify the vibration patterns for each haptic mode by changing the return values in the `GetVibrationPattern` method within the `AndroidTapticWave` script.

Debugging and Logging

The scripts include Debug.Log statements to output errors and haptic feedback triggers. This helps verify that the haptic feedback is being set correctly and identify any issues.

Conclusion

Mobile Touch Wave Pro is a powerful tool for enhancing mobile applications with advanced haptic feedback. By following the implementation steps and utilizing the provided scripts, **developers can create a more engaging and immersive user experience.**

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