

Introduction

RichTap CoreSDK For Unity3D is a high quality vibration effect quick integration plug-in developed on Android and iOS platforms. Using this plug-in can help game developers quickly integrate RichTap high-quality vibration effects in the game. The code is simple to use. You can bind any GameObject that needs to trigger the vibration effect in the game script.

Usage

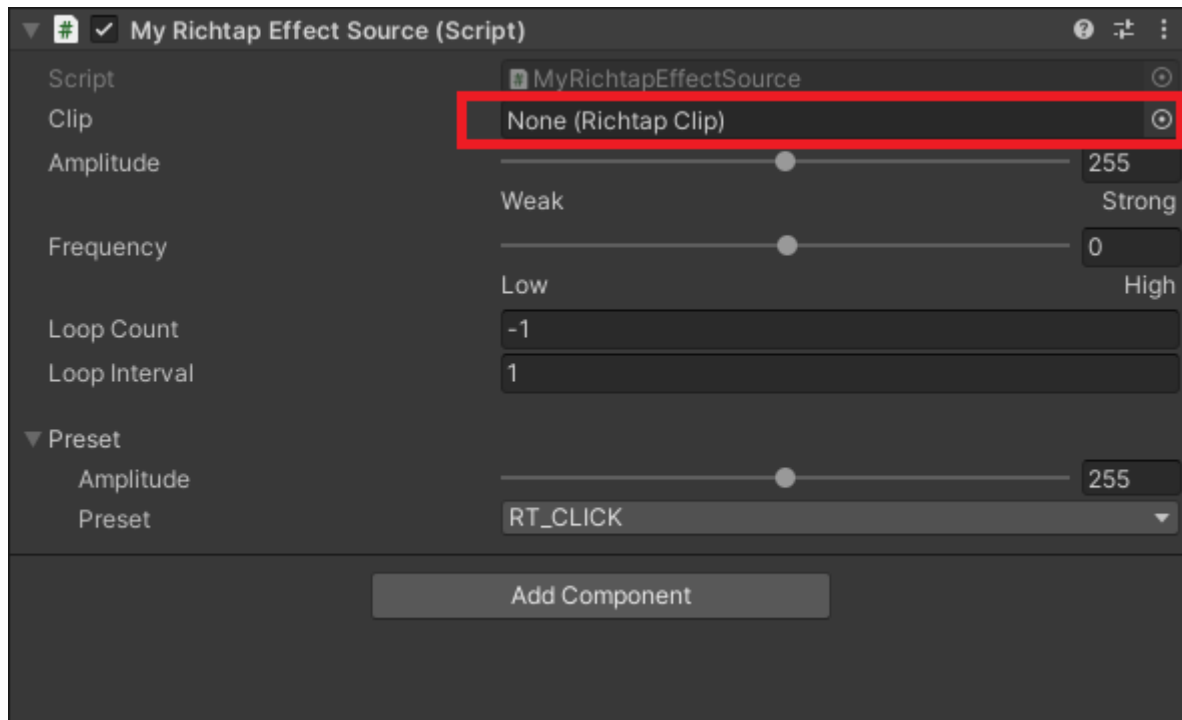
1. Add the **RichtapClipEffect** member to your script:

```
public class MyRichtapEffectSource : MonoBehaviour {  
  
    ...  
    [SerializeField] private RichtapClipEffect effect;  
    ...  
  
}
```

2. Add **Play** and **Stop** method:

```
...  
public void Play() {  
    if (effect != null) {  
        effect.Play();  
    }  
}  
  
public void Stop() {  
    if (effect != null) {  
        effect.Stop();  
    }  
}  
...  
}
```

3. Mount the script to the GameObject that needs to trigger the vibration and specify the HE file in Inspector;



4. Now just call the corresponding method in your game logic scripts.

Tips

1. Calling the `Stop()` method will **stop all** triggered vibration effects.
2. When debugging ADB in Unity, you need to **close** Unity Android Logcat window.
3. Minimum supported Android version: **26(Oreo)**; The minimum supported iOS version: **13**.