

Haptic(Taptic) Feedback Engine for iOS/Android

- Use `Taptic.tapticOn` to turn on or off taptic engine and save the state.
- Use one liners 9 static functions `Taptic.Warning`, `Taptic.Failure`, `Taptic.Success`, `Taptic.Light`, `Taptic.Medium`, `Taptic.Heavy`, `Taptic.Selection`, `Taptic.Default`, `Taptic.Vibrate` according to your usage.

Check out `Example.cs` in the package and a Demo scene.

If you need help regarding the asset contact us at support@fatmachines.com