

iOS Haptic Feedback Tutorial

Introduction

With the launch of iOS10 Apple has opened up access to the vibration feedback on the iPhone 7, iPhone 7 Plus, iPhone 8, iPhone 8 Plus and iPhone X. This plugin offers an easy interface to trigger any of the various vibration types.

Get Started

- To get a first impression you can take a look at the example scene called “iOSHapticFeedbackExampleScene”
- In your main scene add the prefab “iOSHapticFeedback”
- In “Used Feedback Types” you can define which vibration types you are going to use.
There are seven different feedback types:
 - Selection Change
 - Impact
 - Light
 - Medium
 - Heavy
 - Notifications
 - Success
 - Warning
 - Failure
- **To trigger a vibration effect, call**
 - *iOSHapticFeedback.Instance.Trigger(iOSHapticFeedback.iOSFeedbackType.feedbackType);*

Helpers

The iOSHapticFeedback class contains a function to check if the current device is supported for Haptic Feedback. You can use this function to decide for example if you want to show an On/Off toggle. **To check if the device is supported call:**

- *iOSHapticFeedback.Instance.IsSupported();*

To globally enable/disable vibrations call:

- *iOSHapticFeedback.Instance.IsEnabled = true/false;*

Advanced Mode

If you want to have more direct control of the haptic feedback generators yourself, you can create an “iOSHapticFeedbackAdvanced” prefab.

This allows you to manually instantiate, prepare and release the iOS vibration generators. [Check the Apple docs for more information](#). Note that you have to prepare every vibration generator each time before you trigger it. (In the “iOSHapticFeedback” prefab this is handled automatically).

The following functions can be called:

- *Trigger* (*iOSHapticFeedback.iOSFeedbackType feedbackType*)
- *InstantiateFeedbackGenerator* (*iOSHapticFeedback.iOSFeedbackType feedbackType*)
- *PrepareFeedbackGenerator* (*iOSHapticFeedback.iOSFeedbackType feedbackType*)
- *TriggerFeedbackGenerator* (*iOSHapticFeedback.iOSFeedbackType feedbackType*)
- *ReleaseFeedbackGenerator* (*iOSHapticFeedback.iOSFeedbackType feedbackType*)

Support

If the test application is not working on your iOS device, please make sure the "Architecture" is set to Universal and not Arm7 (in [Player Settings, in the "Other Settings", near the bottom](#)).

If you have any questions or need help, you can contact us at contact@salmi.de.

Thank you for using our plugin.