

[Core Haptics](#) / Delivering Rich App Experiences with Haptics

Sample Code

Delivering Rich App Experiences with Haptics

Enhance your app's experience by incorporating haptic and sound feedback into key interactive moments.

Download

iOS 13.0+ | iPadOS 13.0+ | Xcode 12.5+

Overview

Note

This sample code project is associated with WWDC21 session [10278: Practice Audio Haptic Design](#).

Configure the Sample Code Project

- You must run the sample on iPhone 8 or later.

See Also

Programmatic haptics

{ } [Playing Collision-Based Haptic Patterns](#)

Play a custom haptic pattern whose strength depends on an object's collision speed.

`{}` Updating Continuous and Transient Haptic Parameters in Real Time

Generate continuous and transient haptic patterns in response to user touch.

`class` `CHHapticEvent`

An object that describes a single haptic or audio event.

`class` `CHHapticEventParameter`

A static parameter value that represents a single property of the haptic pattern.

`class` `CHHapticDynamicParameter`

A value that you send to a haptic pattern player to alter a property value during playback.

`class` `CHHapticParameterCurve`

A curve that you send to a haptic pattern player to alter a property value gradually during playback.