

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

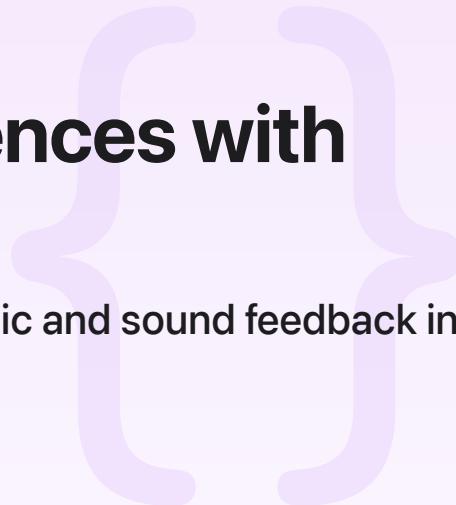
Sample Code

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.