Haptic Feedback

1. Make a new script called **Vibrate** in your project. Copy the Vibrate script code given in the folder.

<mark>Note: This script does not inherit from MonoBehaviour. So, you will not be able to attach this to some game object. Just keep the script in your Assets' folder.</mark>

2. Go to the function during which you wish to apply Vibration (For eg, setting vibration during bomb blast or firing in a game).

3. Type the following command:

   Vibration.Vibrate(x,y)

   X: Here, x stands for the **time duration** you want the vibration to last. Mobile devices cannot detect vibrations shorter than 30 ms. So, preferably set vibrations that last longer than 30ms.

   Y: Here, y stands for the **intensity/ amplitude** of the vibration. The intensity ranges from 1-255, 1 being minimum and 255 being maximum. If no amplitude is provided, the maximum value is taken as default.

   Example: **Vibration.Vibrate(50,50);**

   This sets the vibration for 50 ms with an intensity of 50.

4. <mark>**IMP:** To use the Vibration.Vibrate() command, please use **using RDG** namespace at the top of the script in which you wish to use Vibration.</mark>