

# Haptic Feedback

The class provides an easy way to implement haptic feedback in Unity for both iOS and Android devices.

It abstracts platform-specific implementations, allowing developers to trigger tactile feedback with simple function calls.

## Features

- Cross-platform support (iOS & Android).
- Multiple feedback styles:
  - Impact feedback: Light, Medium, Heavy.
  - Notification feedback: Success, Warning, Error.

## Usage Example

```
public void HeavyHaptic()
{
    HapticCall.HeavyHaptic();
}

public void MediumHaptic()
{
    HapticCall.MediumHaptic();
}

public void LightHaptic()
{
    iOSHapticCall.LightHaptic();
}

public void RigidHaptic()
{
```

```
HapticCall.RigidHaptic();  
  
}  
  
public void SoftHaptic()  
  
{  
  
HapticCall.SoftHaptic();  
  
}  
  
public void PerformSuccessFeedback()  
  
{  
  
HapticCall.PerformSuccessFeedback();  
  
}  
  
public void PerformErrorFeedback()  
  
{  
  
HapticCall.PerformErrorFeedback();  
  
}  
  
public void PerformWarningFeedback()  
  
{  
  
HapticCall.PerformWarningFeedback();  
  
}
```