

bHaptics Unity SDK2 Documentation

Version: 2.6.0

Welcome to the bHaptics Unity SDK2! This SDK is designed to seamlessly integrate bHaptics' haptic devices with Unity. If you're a first-time user, please start with our guide on [Unity SDK Guide](#).

Prerequisites

- **Windows x64** (Windows 8.1 or higher)
 - Ensure the [bHaptics Player](#) is installed and actively running on your Windows system.
- **Apple Silicon Mac (beta)** (macOS 11 or higher)
 - Install the [bHaptics Mobile Player](#) on your phone.
 - Make sure your Mac and phone are connected to the same network.
- Access our SDK through the [bHaptics Developer Portal](#).

Migration Guidance

Migrating from SDK2 (up to version 2.0.5) to Latest SDK2

With the recent update, we've modified the folder structure due to the incorporation of asmdef. This might pose some issues for those updating from older versions.

- **Important:** Before updating, create a backup of your existing project.
- Refer to our detailed migration guide: [Migrating from SDK2 \(up to 2.0.5\) to Latest SDK2](#).

Migrating from SDK1 (old) to SDK2 (new)

If you're transitioning from SDK1 (up to version 1.6.6), a Migration Package is available for download.

- Comprehensive migration instructions: [Migrating from SDK1 to SDK2](#).

Getting Started with SDK2

1. [Create Haptic Events with bHaptics Developer Portal](#)
2. [Unity SDK Guide](#)

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