**实现Android手机震动功能**

Posted on 2013年07月24日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script) /被围观 40 次

修改AndroidManifest.xml文件，添加<uses-permission android:name=“android.permission.VIBRATE” />

|  |  |  |
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| --- | --- |
| 01 | package com.test; |
| 02 |  |
| 03 | import android.app.Service; |
| 04 | import android.os.Bundle; |
| 05 | import android.os.Vibrator; |
| 06 |  |
| 07 |  |
| 08 | import com.unity3d.player.UnityPlayerActivity; |
| 09 |  |
| 10 | **public** **class** MainActivity extends UnityPlayerActivity { |
| 11 |  |
| 12 | **private** Vibrator mVibrator; |
| 13 |  |
| 14 | @**Override** |
| 15 | **protected** **void** onCreate(Bundle savedInstanceState) { |
| 16 | super.onCreate(savedInstanceState); |
| 17 |  |
| 18 | *//震动* |
| 19 | mVibrator = (Vibrator)getApplication().getSystemService(Service.VIBRATOR\_SERVICE); |
| 20 | } |
| 21 |  |
| 22 |  |
| 23 | *//shake* |
| 24 | **public** **void** Shake(**long** milliseconds) |
| 25 | { |
| 26 | mVibrator.vibrate(milliseconds); |
| 27 | } |
| 28 |  |
| 29 | **public** **void** StopShake() |
| 30 | { |
| 31 | mVibrator.cancel(); |
| 32 | } |
| 33 |  |
| 34 | } |