

## The benefits of tactile effects

Immersion's Gaming SDK makes it easy to design games that user's can feel.

- Increase retention and improve game play
- Incorporate the latest technology in your game design
- Increase playability on mute
- Creates immersive and engaging user experience
- Improve battery consumption over use of basic vibration

"So this is like holding a game controller, it reminds me of a rumble pack. I can feel when I hit the barriers, crash, or when the ground changes."

"It just makes it so much more fun, it's hard to put into words!"



## Additional Resources

Haptic Resource Sample Code  
[www.immersion.com/haptic/code](http://www.immersion.com/haptic/code)

Immersion Developer Forum  
[www.immersion.com/haptic/forum](http://www.immersion.com/haptic/forum)

Haptic Plug-ins (Unity and Marmalade)  
[www.immersion.com/haptic/plugins](http://www.immersion.com/haptic/plugins)

Mobile Developer's Guide to the Galaxy and  
Mobile Developer's Guide to the Parallel Universe:  
[www.immersion.com/haptic/resources](http://www.immersion.com/haptic/resources)

At last, Android developers have a vibration control method as good as the console gaming experience! The Immersion Gaming SDK provides Android developers with a library of 124 pre-designed haptic effects to make their games rock, rumble, and roll. From explosions, weapons, collisions, scrolling, clicking, alerts or gesture confirmation effects, the SDK has the perfect haptic effect for your application. Not sure which haptic effect to call from the library? Get the free Haptic Muse effect preview app from Google Play to feel each haptic effect.

To get started all you need is this guide and:

- Immersion's Gaming SDK
- Immersion's Haptic Muse effect preview app

Have questions? Visit the Immersion Developer Site:  
[developer.immersion.com](http://developer.immersion.com)

Check out our Featured Apps from top developers:  
[www.immersion.com/haptic/apps](http://www.immersion.com/haptic/apps)



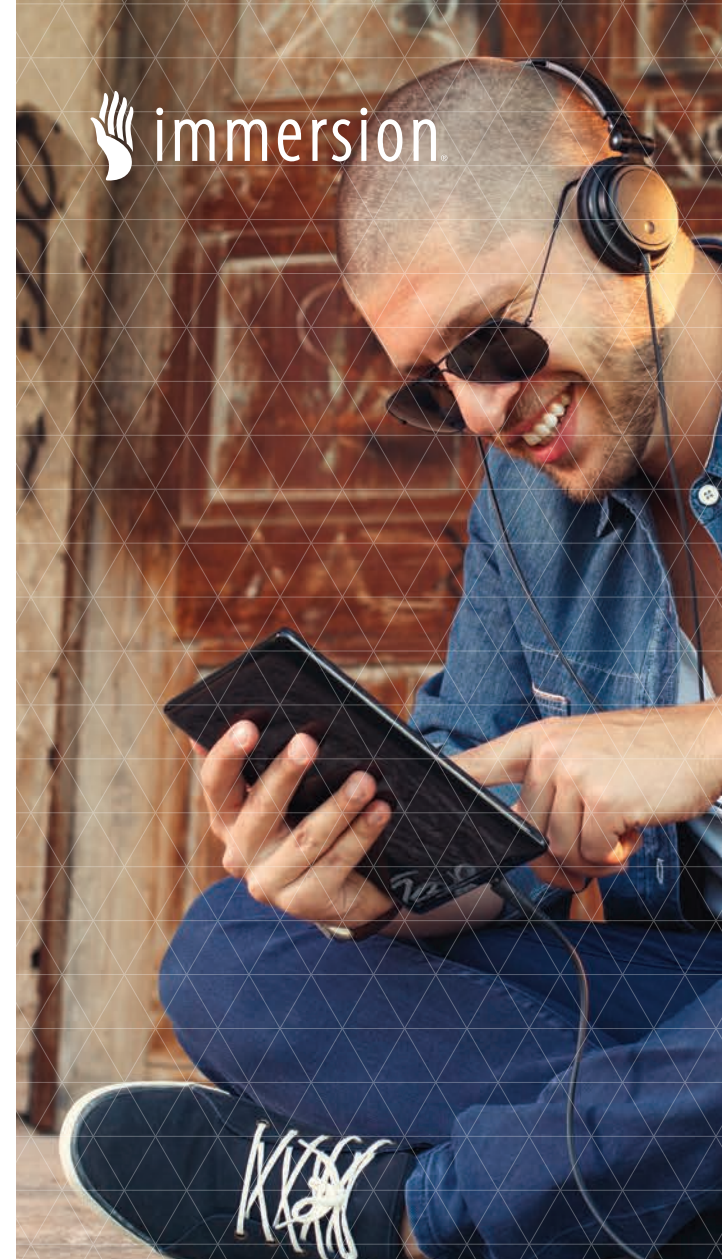
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# GAMING SDK

## Quick Start Guide

How to quickly and easily add haptics  
(tactile effects) to your Android application.

# GET STARTED

1

## Download FREE Resources

- Immersion's Gaming SDK  
[www.immersion.com/haptic/sdk](http://www.immersion.com/haptic/sdk)
- Immersion's Haptic Muse  
[www.immersion.com/haptic/muse](http://www.immersion.com/haptic/muse)



Haptic Muse is a free animated effect preview app (download from Google Play) that illustrates the Gaming SDK's library of 124 pre-designed haptic effects in a gaming context like sports, combat, and casinos.

2

## Add UHL to Application Project

- Extract UHL\_x\_x\_x.zip
- Copy **libs/armeabi/libImmEmulatorJ.so** to your project's **libs/armeabi** folder
- Optionally, copy **libs/x86/libImmEmulatorJ.so** to your project's **libs/x86** folder
- Copy **UHL.jar** into your project's **libs** folder
- Create a folder named **"assets"**
  - In Eclipse, create this folder in the root directory of your project.
  - In Android Studio/Gradle, create this folder inside **src/main/**
- Copy **UHL.lic** into your project's **assets** folder

3

## Add Vibrate Permission

- Edit the **AndroidManifest.xml** to add the vibrate permission

```
<manifest ... >

    <uses-permission android:name="
        android.permission.VIBRATE"/>

    <application ... >
```

4

## Add Import Statement

- Import the Launcher class wherever the Launcher will be used

```
import com.immersion.uhl.Launcher;
```

5

## Add Launcher Member

- Add a Launcher member to the main Activity class or other application-wide class

```
private Launcher m_launcher;
```

6

## Instantiate Launcher

- Instantiate the Launcher object once, usually in the main Activity onCreate function

```
try
{
    m_launcher = new Launcher(this);
}
catch (RuntimeException e)
{
    Log.e("My App", e.getMessage());
}
```

7

## Launch Haptic Muse

- Use the Haptic Muse effect preview app to feel the built-in effects and determine which effect IDs to use in your application.

8

## Play Haptic Effect

```
try
{
    m_launcher.play(Launcher.BOUNCE_33);
}
catch (RuntimeException e) {}
```

Use Haptic Muse effect preview app on your target Android phone to choose effect.

9

## Stop Haptic Effect

```
try
{
    m_launcher.stop();
}
catch (RuntimeException e) {}
```

Add this to Activity onPause function in case a phone call is received.

\*

## Give Immersion Credit

- Add **"Enhanced with Immersion Tactile Effects"** into your Google Play / App Store description.

