



TouchSense® Haptic Development Kit for Mobile Games



The Haptic Effect Preview App is used to preview – or feel – all the haptic effects that are included in Immersion's TS Gaming SDK. Experience the library of over 120 pre-designed haptic effects prior to implementing it into your application.



Haptic Plug-in Quick Start Guide



/ImmersionDeveloper



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Configure Your Application

1. Download the latest Unity3D UHL plug-in included in the TS Gaming SDK at: touchsense.com/developers
Note: Ensure the download file extension is **".unitypackage"**. Rename the file if needed.
2. Import the plug-in to your app project by selecting **Assets > Import Package > Custom Package...** and navigate to **TouchSensePlugin.unitypackage**
3. In Unity project, navigate to **Assets/Plugins/libs/armabi/libImmEmulatorJ.so**. From Inspector, in category **"Select platforms for plugin"** select **"Android."** In category **"Platform Settings,"** for CPU select **"ARM v7."** Check that x86 version of library has CPU set to **"x86."**

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TouchSense Singleton Object

You will need the TouchSense singleton object in order to play pre-defined haptic effects. You can either get a reference to it or use it directly:

```
{
    /*Set username and password*/
    TouchSense.Username = ""; /*provided by Immersion*/
    TouchSense.Password = ""; /*provided by Immersion*/

    /* Get a reference to the singleton object */
    TouchSense touchsense = TouchSense.instance;

    /* Call functions directly */
    TouchSense.instance.stopPlayingBuiltinEffect();
}
```

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Playing a Haptic Effect

Use the TouchSense singleton object to play pre-defined effects. Find the effect indices in the documentation.

```
{
    /* Play an effect with the id 1 */
    TouchSense.instance.playBuiltinEffect(1);

    /* Stop the effect */
    TouchSense.instance.stopPlayingBuiltinEffect();
}
```

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Sample Code

Download the Hello Unity3D UHL sample code under Resources at: touchsense.com/developers



Give Immersion Credit

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