



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



@HapticsDev



blog.immersion.com

50 Rio Robles, San Jose, CA 95134
immersion.com | devtools@immersion.com

1

Configure Your App to Use UHL

1. Download the latest Marmalade plug-in included in the TS Gaming SDK at: touchsense.com/developers and unzip the package to your location of choice.
2. Add the relative path to the s3eUHL.mkf to your project's .mkb under subprojects.

```
subprojects
{
  ../UHL/Marmalade_ARM/s3eUHL.mkf
}
```

3. Add the header file, s3eUHL.h to your source. This header file contains symbolic names for the haptic effects, like SHARP_CLICK_100, as well as declaration for the functions that allow for haptic playback.

2

Instantiate a Haptic Object

In the source code for your game, instantiate a haptic object as shown. In order to initialize UHL, you will need to provide an Immersion provided username and password. If a DNS is not provided, NULL can be passed in instead.

```
UHL_Init("username", "password", "DNS");
```

3

Play & Stop a Haptic Effect

You can now play an effect:

```
UHL_PlayEffect (SHARP_CLICK_100);
```

And stop the effect currently playing. Also how to terminate UHL:

```
UHL_StopEffects();

//If haptics will no longer be used, invoke the
following function.
UHL_Terminate();
```



Give Immersion Credit

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