

TouchSense® SDK for Mobile Apps

SDK Package Structure

Directory	Item	
Documentation	<i>TouchSenseSDK_Quick_Start_Guide.pdf</i>	Provides a brief description of the SDK, how to set it up, and how to use it in an application.
	<i>TouchSenseSDK_User_Guide.pdf</i>	Provides a detailed description of the SDK with all the information a developer needs to integrate the SDK in Java, native, Unity, and Cocos2d-x applications.
	<i>release_notes.txt</i>	Includes new features, known issues, defects, etc.
	<i>javadoc.zip</i>	Contains javadoc documentation for all public library classes.
	<i>NOTICE.txt</i>	Contains license and copyright information.
Haptic Effect Library	<i>HapticEffects.zip</i>	Pre-designed haptic media files for use in applications.
	<i>SDKPreviewer.apk</i>	Used to preview what the pre-designed effects feel like.
SDK/bin	The core libraries a developer would integrate to enhance their application with tactile effects.	
SDK/include	The C header files to be included when integrating the SDK in a native Android app.	
Plugins/Unity	<i>TouchSenseSDKPlugin_v2.2.x.unitypackage</i>	A Unity package used to integrate TS SDK into a Unity Android game.

Sample Apps Package Structure

Directory	Description
StickerSampleApp	An Android application project used to demonstrate how to integrate and use TS SDK within an interactive context using chat stickers.
VideoSampleApp	An Android application project used to demonstrate how to integrate and use TS SDK to synchronize tactile effects with video media content.
NativeSampleApp	An Android application project used to demonstrate how to integrate and use TS SDK in native Android applications.
UnitySampleApp	A Unity project used to demonstrate how to integrate and use TS SDK in a Unity Android app.
ServiceSampleApp	An Android application project used to demonstrate how to integrate and use TS SDK as a Service within an interactive context using chat stickers (Similar to the StickerSampleApp).