

HAPTICORE Arduino Example Project

Introduction

This example project shows how to facilitate the HAPTICORE (Arudino) library, a minimalistic wrapper for the HAPTICORE application communication protocol. The communication is based on a request / response pattern.

Information is requested using `Request(const Register reg)` whilst commands and settings can be send to the device using the `Send(const Register reg, const RegisterData data)` function. Depending on the register, the correct data type of the `RegisterData` union has to be used. Usually, `FloatType` is used for all numeric values, with a few exceptions. Enum and boolean values are sent using `UnsignedType`.

In any case, the used type can be looked up in the `HapticoreLibrary.cpp` file and the respective functions listed above.

Setup

Copy the content of the `Library` folder to your Arduino library path.

You can do this manually or create a small command script for it:

```
SET ARDUINO_FOLDER_PATH="C:\Users\%USERNAME%\Documents\Arduino\libraries\HAPTICORE_Library\"

DEL "Note: %1 represents the path of the "Library" folder"
PUSHD %1

XCOPY /Y /K /G /F "HapticoreConversionFactors.h" %ARDUINO_FOLDER_PATH%
XCOPY /Y /K /G /F "HapticoreTypes.h" %ARDUINO_FOLDER_PATH%
XCOPY /Y /K /G /F "HapticoreLibrary.h" %ARDUINO_FOLDER_PATH%
XCOPY /Y /K /G /F "HapticoreLibrary.cpp" %ARDUINO_FOLDER_PATH%

POPD
```

Example

Open the sketch in `Example/HAPTICORE_Arduino_Example_Project` and take a look.

Questions

If any questions arise, please don't hesitate to contact us.