



The Skinetic Haptic Bridge is a software program that enables the Skinetic vest to be compatible with games designed for other haptic devices, such as the bHaptics vest. Because the underlying haptic technologies differ, this program cannot fully leverage the Skinetic vest's capabilities. While the bHaptics vest relies on a single haptic signal, the Skinetic vest can support an effectively unlimited number of distinct signals. This difference arises from the types of actuators used: ERM actuators in the bHaptics vest versus voice-coil actuators in the Skinetic vest.

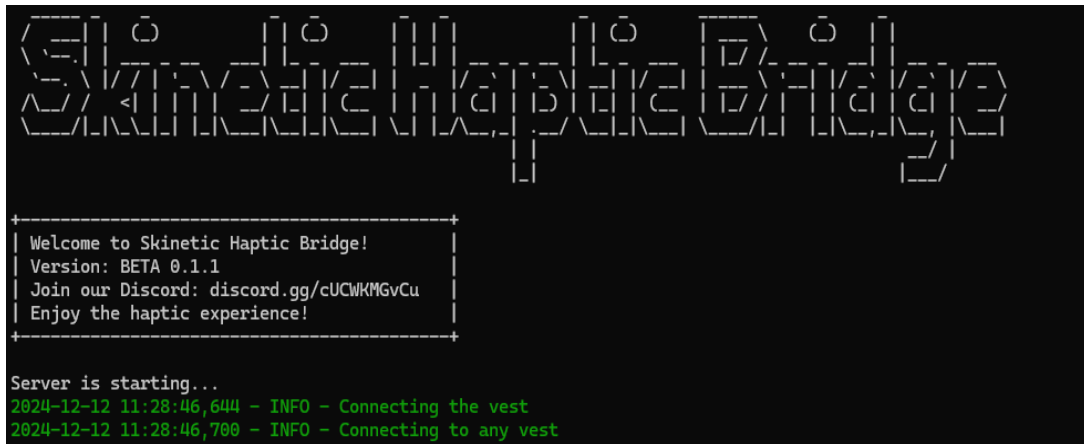
With the Skinetic Haptic Bridge, we have sought to interpret the single incoming signal in a way that provides greater depth by employing multiple types of feedback. To achieve this, we have categorized the effects into three distinct signals: a very short "click" for extremely brief inputs, a slightly prolonged "click" for short inputs, and a poly-frequency vibration for longer, sustained inputs.

**WARNING:**

This software is in a BETA state and still under development. As a result, you may encounter bugs or experience incompatibilities with certain games. If you encounter any issues, please report them on our Discord server at [discord.gg/cUCWKMGvCu](https://discord.gg/cUCWKMGvCu), in the dedicated channel, by opening a new post. Your feedback will help us improve the software.

# How to use:

1. Launch the program (**SkineticHapticBridge.exe**). Upon the first launch, you may be prompted by your system to confirm that you trust the application. Confirm to proceed. A new window will appear.



2. Wait for the program to connect to the vest. When the status displays “Vest connected to XXXXXX” (where XXXXXX is your vest’s serial number), your vest is successfully connected.
3. Wait for the servers to start. During the initial launch, your firewall or security software may prompt you to allow the program to communicate over the network. **Grant permission** when asked.
4. Launch your bHaptics-compatible game **without** starting the bHaptics Player. (Note: bHaptics compatibility varies by game. Some games require mods, while others have native integrations.)

The game will then connect to the Skinetic Haptic Bridge and you will be able to play with haptics!

# Troubleshooting

- *The Haptic Bridge doesn't connect to my Skinetic vest*

Please follow these steps in order:

- Make sure your vest is turned on.
- Make sure your vest is linked to your PC either by USB cable, paired with bluetooth, or connected to the same network as your PC.
- Make sure audio to haptics is turned off and the vest not connected to any software or game.
- IF YOU HAVE SEVERAL VESTS**, in the program folder, open config.json, replace the "vestSerialNumber" field value (0 by default) by your vest serial number.

- *The Haptic Bridge doesn't manage to create the servers*

Please follow these steps in order:

- Make sure the bHaptics Player is **NOT** launched on your PC.
- Make sure you accept the app to use the network.

- *My game doesn't play any effect on the vest*

Please follow these steps in order:

- Make sure you have installed the bHaptics mod properly and/or activated bHaptics in the game.
- Some games may not be compatible with the BETA version of the Skinetic Haptic Bridge, check the updated list on our Discord.
- Report the game and follow the instructions on our discord.  
(Please look at the section below to report the game)

- *How do I report a game that doesn't work with the Skinetic Haptic Bridge?*

- On Discord, if the channel games-testing, please create a new post if your game is not already referenced.
- In the program folder, open config.json, set the field "Debug" to true
- Restart the Haptic Bridge, connect to the vest vest and start the game.

- WITHOUT CLOSING THE GAME, please send in your discord post the content of all the folders created next to your application executable (logs folder, SPN folders and other temporary folders created)
- Add every other information that can be relevant to understand the situation, like what is your hardware, which framework (quest link, steam VR, other).