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Engineering Haptic Devices: A Beginner's Guide (Springer Series on Touch and Haptic Systems) 2nd ed. 2014 Edition by Christian Hatzfeld (Editor), Thorsten A. Kern (Editor) 3.0 out of 5 stars 1 rating

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Engineering Haptic Devices is focused on topics related to the design of effective haptic devices from an engineering point of view. The book is divided into two parts with 15 chapters. Part I is titled 'Basics', which is an introduction to general topics in haptics, such as the haptic interaction modality, the role of users

Engineering Haptic Devices

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In the final chapter fundamental software engineering is introduced, including haptic interaction in virtual reality simulations. "Engineering Haptic Devices" is intended to be a reference book for technologies of haptic relevance as well as a textbook on methods of haptic engineering and applications.It is addressed to students and professionals of engineering disciplines or natural sciences.

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The haptic device locks when you run your hands down a railing around the virtual railing using a dissimilar method to other haptic devices, which generally rely on stepper motors to simulate haptic touch. Rather than stepper motors, Fang's device uses a lightweight ratchet mechanism that quickly locks using very little electrical power.

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