

# Hardware

From The Relativity Wiki

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To build the Relativity headset, we will need some hardware. On this page we will tell you what hardware you will need, and some additional information about it.

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## STM32

We use a STM32 in our VR headset, to process the data from the MPU9250, and send it to the PC.

## MPU 9250

We use a MPU9250 in our VR headset, to track your head movements, and send this data to SteamVR.

## 2K screen + board

The screen in our VR headset is a LS055R1SX03 5.5" 2k (2560x1440) LCD

Link to cheapest option found by one of our users: <https://m.dhgate.com/product/5-5-inch-2k-lcd-screen-2560x1440-ls055r1sx03/499546622.html#s1-11-1;sear1%7C0135368724>

## Fresnel Lenses

The lenses in our VR headset are Fresnel Lenses with a focal length of 80mm.

## 3D printed parts

The model of our VR headset is 3D printed. You dont have to use the 3D printed model. You can also use a VR headset for a mobile phone, as long as a 5.5" screen fits inside it.

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