# 6. Unity MR-Wearable PlugIn

This section explains the virtual wearable for Unity. Figure xy shows the wearable in a virtual training environment. The wearable is based on the SteamVR PlugIn, which is required for functionality. However, the wearable can be implemented in any Set Up.

An important part of the plug-in is the Serial-Com script which uses the NuGet package System.IO which provides communication over the serial port of the PC. The script handles all input parameters coming from the wearable and is the basis for the parameters displayed from the Dsahboard.
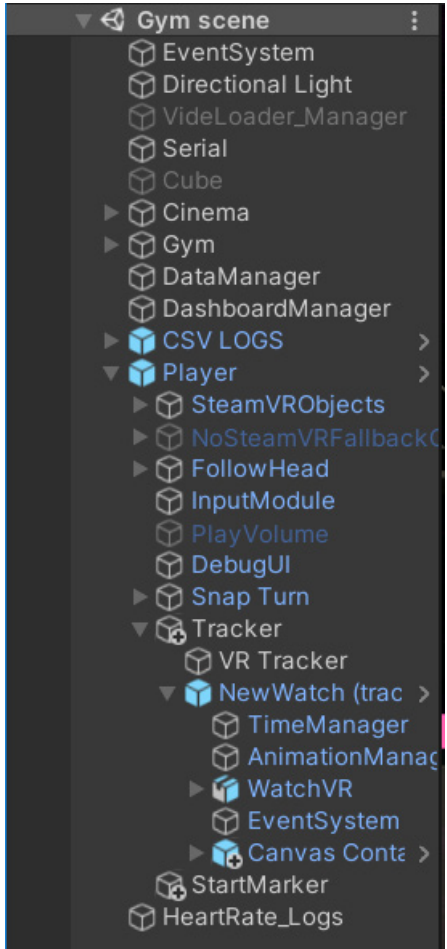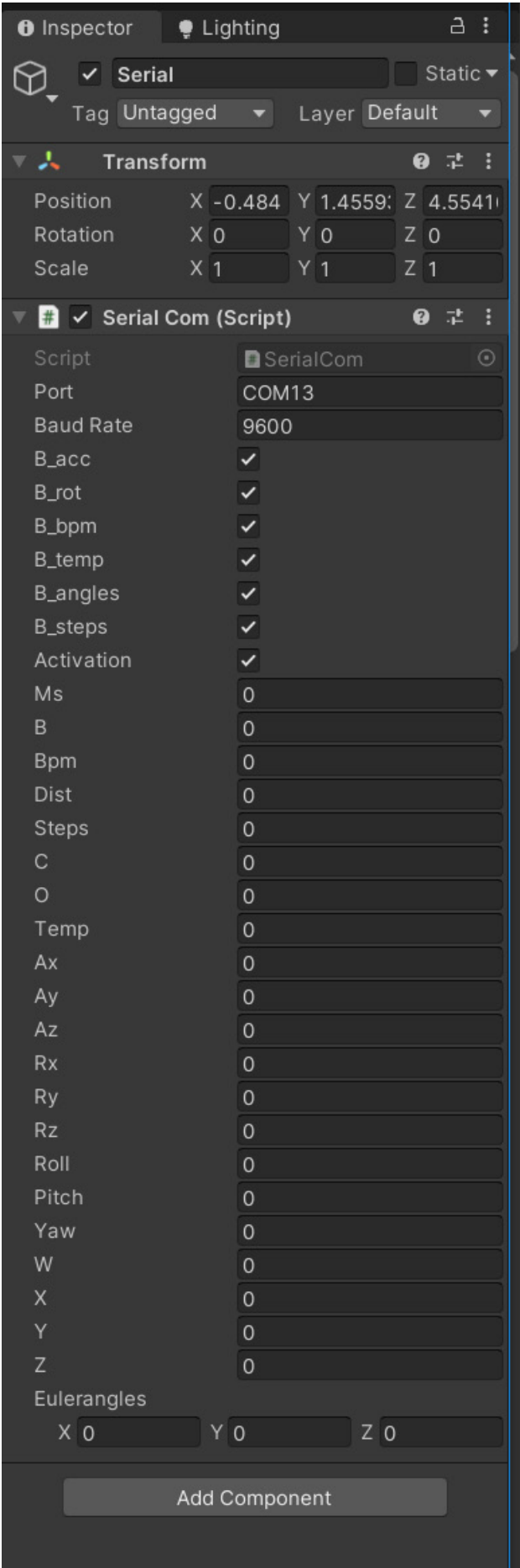
The wearable is attached to the Player Prefab of the SteamVR plugin and localizes itself via the HTC Vive Tracker. It includes a TimeManager that displays the time and all WatchVR GameObject + Dashboard.