

## 5. SetUp SpiderClip and Unity Implementation

After loading the source code on the Arduino board and assembling all hardware components, the Spider Clip can be attached to the Vive Tracker. In our example, the power was supplied via an external charging station that was attached to the arm.



With this step, the preparation of the SpiderClip hardware components is finished and we can now download the virtual wearable.

The download link to the wearable can be found here:

[https://github.com/D-Queck/VR\\_Wearable\\_SpiderClip](https://github.com/D-Queck/VR_Wearable_SpiderClip)



In the next section, I'll show you how the Unity plugin works for the wearable.