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R Manthorp Flex Glove User Guide

**Requirements-**

Flex Glove

Arduino 1.8.2 IDE - <https://www.arduino.cc/en/main/software>

Unity 5.4 and above - https://store.unity.com/

**Step 1-**

Plug the Glove into a USB port

**Step 2-**

Open the “**flexGlove.ino**” with Arduino IDE

**Step 3-**

Select “**Tools**” and ensure “**Board**” is set to “**Arduino Nano**” Also Ensure that “**Processor**” is set to “**ATmega328**” Now select the available “**PORT**” This should be “COM 4” but it can vary on different computers.

**Step 4-**

Open the serial monitor to initialize serial communication and ensure it is set to “**9600 baud**”. You should see a stream of values from the glove.

**Step 5-**

Now you can open the Unity project called “Emerging Tech” Once loaded open the script called “**input**” to make sure the COM PORT is the same as the one you had set in the Arduino IDE. This is found at line 9 and is as follows “**SerialPort sp = new SerialPort("COM4", 9600);**”.

**Step 5 -**

If all the details are set correctly, you can now move the fish up and down to play the game.