



Cable Clip for VR Headset (dual and single)



Avel

[VIEW IN BROWSER](#)

updated 11. 11. 2022 | published 11. 11. 2022

Summary

Cable holds for Oculus Rift S.

[Household](#) > [Office](#)

Tags: [valve](#) [psvr](#) [oculusquest](#) [vrheadset](#) [oculus](#)
[cablemanagement](#) [cableholder](#) [cableclip](#) [oculusrift](#)
[oculusriftcv1](#) [valveindex](#)

I wear a set of wired headphones connected to my computer while I game in my Oculus Rift S. Having both the cables running from the PC is a bit of a headache, and I couldn't find a reliable cable clip that brings both to the back of the headset, so I designed this one in a single and a double version.

I'm sure this will work with a variety of VR headsets.

NOTICE** This is intended to be used with a rubber band to hold it in place so as to have some give to prevent too much tension on the cable. I would suggest taking it off when not in use to avoid the rubber band potentially deforming the padding. Refer to the second picture to understand what I'm referring to.

Print Settings

Printer Brand:

Creality

Printer:

Ender 3 Pro

Rafts:

Doesn't Matter

Supports:

No

Infill:

100

Filament:

Matterhacker PLA


black


Notes:


I used a brim, but do whatever works for you with thinner, smaller parts.

Category: Organization

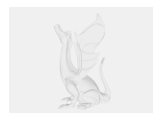
Model files

 **files** 2 files

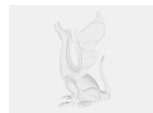
 **vr_cable_clip_single.stl**

 **vr_cable_clip_double.stl**

Other files



readme.txt



license.txt

[Find source .stl files on Thingiverse.com](#)

License

This work is licensed under a
Creative Commons (4.0 International License)



Attribution-NonCommercial

- ✗ | Sharing without ATTRIBUTION
- ✓ | Remix Culture allowed
- ✗ | Commercial Use
- ✗ | Free Cultural Works
- ✗ | Meets Open Definition

