



# 1. Introduction

## 1.1 Purpose

This document summarizes the changes in 3Dconnexion Software version as specified in section 1.3 below.

## 1.2 Target Audience

The target audience of this document is the general public using 3Dconnexion 3D mice.

## 1.3 Release Version

Release version 10.7.

## 1.4 Document History

Version 3.0

- Includes information on version 10.7.2 of 3DxWare 10 for Windows.

Version 2.0

- Includes information on version 10.7.1 of 3DxWare 10 for Windows.

Version 1.0

- Includes information on version 10.7.0 of 3DxWare 10 for Windows, published on September 15, 2020.

## 1.5 References

None.

## 2. Release Highlights

The following is a list of the most important changes and updates in this release.

### 2.1 Release of March 18, 2021

- Update 3DxWare 10 to version 10.7.2.
- New: Support Adobe Photoshop desktop version 22.
- Note: Stability improvements to driver and plug-in software for Autodesk 3ds Max, Inventor, Maya and Epic Games Unreal Editor.

### 2.2 Release of December 15, 2020

- Update 3DxWare 10 to version 10.7.1.
- New: Driver configuration for Pixologic ZBrush version 2021.5.
- New: 3Dconnexon Plugin for Unreal Editor.
- New: Support Siemens PLM NX 1953 Series.
- New: Support Trimble SketchUp version 2021.
- Note: Stability improvements to driver and the plug-in software for Autodesk 3ds Max, AutoCAD and Maya, and Dassault Systèmes SOLIDWORKS.

### 2.3 Release of September 15, 2020

- Update 3DxWare 10 to version 10.7.0.
- New: Official support for “CadMouse Compact Wireless” (CMCW), “CadMouse Compact” (CMC) and “CadMouse Pro” (CMP).
- Note: Support the new CadMouse types was included in v. 10.6.9 of 3DxWare 10.
- Note: Stability improvements to the driver and the plug-in software for Autodesk 3ds Max and Siemens PLM NX.

## 3. Windows Software

### 3.1 Description

The 3DxWare 10 product includes most of the 3Dconnexion Windows software available from 3Dconnexion. Two “editions” of the software and respective installation packages are available for distribution:

- **3DxWare32:** includes all x86 (32-bit) Windows driver and plug-in software for all currently supported 3Dconnexion products. This package installs the “3Dconnexion 3DxWare (32-bit)” edition.
- **3DxWare64:** includes all x64 (64-bit) Windows driver and plug-in software for all currently supported 3Dconnexion. This package installs the “3Dconnexion 3DxWare (64-bit)” edition.

### 3.2 Supported Operating Systems

Supported Windows operating systems on Intel architecture:

- Windows 8.1
- Windows 10

Note: Windows on ARM architecture not supported.

### 3.3 Supported 3Dconnexion Products

Supported 3Dconnexion products:

- CadMouse
- CadMouse Compact
- CadMouse Compact Wireless
- CadMouse Pro
- CadMouse Pro Wireless
- CadMouse Pro Wireless Left
- CadMouse Wireless
- SpaceMouse Compact
- SpaceMouse Enterprise
- SpaceMouse Pro
- SpaceMouse Pro Wireless
- SpaceMouse Wireless
- SpaceNavigator
- SpaceNavigator for Notebooks
- Universal Receiver

### 3.4 Products in Extended Support Period

Products in the Extended Support period:

- SpacePilot Pro

### 3.5 Changes to 3DxWare 10 for Microsoft Windows

Below is a breakdown of the changes implemented in this 3DxWare 10 version. These changes are listed under the individual components that make up the 3DxWare 10 product suite. If an application is not listed here, it does not mean that the application does not include support for 3D mice, as many applications are supported natively by the software vendor. However, if an application supports 3D mice, you will still need to download and execute 3DxWare 10 in order to install the device driver (3DxWinCore).

#### 3.5.1 Current Version

The current version of 3DxWare 10: **10.7.2**.

#### 3.5.2 Table of Included Products

The following table lists all included products in 3DxWare 10 and respective version and release date information.

Product Name	Version	Build date
<b>3DxWare 10 for Windows</b>	<b>10.7.2</b>	<b>2021 Mar 17</b>
3DxAdobe3D	1.4.2	2018 Apr 3
3DxAutoCAD	5.7.1	2020 Nov 25
3DxAutoCAD (x64)	5.7.1	2020 Nov 25

3DxCollage	1.3.2	2019 Oct 11
3DxInventor	2.4.0	2021 Feb 24
3DxInventor (x64)	2.4.0	2021 Feb 24
3DxLcdApplets (SPP only)	1.5.1	2018 Feb 15
3DxLcdApplets (x64; SPP only)	1.5.1	2018 Feb 15
3DxMaya (x64)	6.0.7	2021 Mar 24
3DxMSOffice	1.0.2	2019 Dec 12
3DxMSOffice (x64)	1.0.2	2019 Dec 12
3DxNLServer	1.4.0	2020 Jul 7
3DxNX	3.4.18	2020 Sep 18
3DxNX (x64)	3.4.18	2020 Sep 18
3DxPhotoshop	2.9.5	2021 Jan 29
3DxPhotoshop (x64)	2.9.5	2021 Jan 29
3DxProENGINEER	2.4.3	2020 Apr 15
3DxProENGINEER (x64)	2.4.3	2020 Apr 15
3DxSketchUp	5.2.0	2020 Nov 18
3DxSketchUp (x64)	5.2.0	2020 Nov 18
3DxSolidEdge	3.6.3	2019 Nov 5
3DxSolidEdge (x64)	3.6.3	2019 Nov 5
3DxSolidWorks	3.5.9	2021 Feb 6
3DxSolidWorks (x64)	3.5.9	2021 Feb 6
3DxStudio (x64)	7.0.7	2021 Feb 1
3DxTrainer	3.2.7	2020 Jul 9
3DxUnreal	1.0.1	2021 Mar 15
3DxViewer10	1.0.0	2019 Dec 6
3DxViewer10 (x64)	1.0.0	2019 Dec 6
3DxWinCore	17.7.2	2021 Mar 17
3DxWinCore (x64)	17.7.2	2021 Mar 17
DemoPrograms	0.9.7	2019 May 13
LADP	3.06.109	2010 Aug 3
LADP (x64)	3.06.109	2010 Aug 3

*In italic: changed or new product packages since previous major release.*

### 3.5.3 Changes to 3DxWare 10 since v. 10.6.9

The following component products were added (new): 3DxUnreal.

The following component products were removed: None.

The following component products were updated: 3DxAutoCAD, 3DxMaya, 3DxNX, 3DxSketchUp, 3DxSolidWorks, 3DxStudio and 3DxWinCore (driver).

#### Version 10.7.2 (r3314; March 17, 2021). Third public release of v. 10.7.

- Updated: 3DxInventor v. 2.4.0 (r18187; Feb 24, 2021).
- Updated (x64): 3DxInventor v. 2.4.0 (r18187; Feb 24, 2021).
- Updated: 3DxMaya v. 6.0.7 (r18208; Mar 4, 2021).
- Updated: 3DxPhotoshop v. 2.9.5 (r18069; Jan 29, 2021).
- Updated (x64): 3DxPhotoshop v. 2.9.5 (r18069; Jan 29, 2021).
- Updated: 3DxSolidWorks v. 3.5.9 (r18108; Feb 6, 2021).
- Updated (x64): 3DxSolidWorks v. 3.5.9 (r18108; Feb 6, 2021).
- Updated: 3DxStudio v. 7.0.7 (r18073; Feb 1, 2021).
- Updated: 3DxUnreal v. 1.0.1 (r24; Mar 15, 2021).
- Updated: 3DxWinCore v. 17.7.2 (r18242, branches/17-7-2; Mar 17, 2021).
- Updated (x64): 3DxWinCore v. 17.7.2 (r18242, branches/17-7-2; Mar 17, 2021).
- New: [WIN-728] Switch Inventor add-in to file-based loading.
- New: [WIN-778] Add installer support for Adobe Photoshop desktop v. 22 for Windows.
- New: [WIN-812] Add support for "Landscape", "Foliage" and "Mesh Paint" editor mode commands in Epic Games Unreal Editor.
- New: [WIN-815] Add configuration file for Epic Games Unreal Editor. Changes default navigation mode to "Helicopter".
- Change: [WIN-777] Add installer support for SolidCAM 2020 Embedded with CAD 2021.
- Change: [WIN-802] List SN and SNfN types in the "Products in Extended Support" section in the readme file.

- Fix: [WIN-761] The selected part flays away when "Move Objects" enabled for Autodesk Maya.
- Fix: [WIN-780] Rotation Center Option 'Use Selected Item' breaks extrusion tool in Autodesk Maya.
- Fix: [WIN-781] Autodesk Maya crashes when using 'Multi-Cut' tool.
- Fix: [WIN-782] "Plugin not loaded" error in Epic Games Unreal Editor v. 4.26.
- Fix: [WIN-787] Navigation in Physical Camera is jerky in Autodesk 3ds Max.
- Fix: [WIN-801] SecurityException thrown when launching "3Dconnexion Properties" (3DxSmartUi.exe).

**Version 10.7.1 (r3280; December 9, 2020). Second public release of v. 10.7.**

- New: 3DxUnreal v. 1.0.0 (r16; Nov 19, 2020). See [WIN-718] and [WIN-742].
- Updated: 3DxAutoCAD v. 5.7.1 (r17918; Nov 25, 2020).
- Updated (x64): 3DxAutoCAD v. 5.7.1 (r17918; Nov 25, 2020).
- Updated: 3DxMaya v. 6.0.6 (r17861; Nov 9, 2020).
- Updated: 3DxNX v. 3.4.18 (r17722; Sep 18, 2020).
- Updated (x64): 3DxNX v. 3.4.18 (r17722; Sep 18, 2020).
- Updated: 3DxSketchUp v. 5.2.0 (r17889; Nov 18, 2020).
- Updated (x64): 3DxSketchUp v. 5.2.0 (r17889; Nov 18, 2020).
- Updated: 3DxSolidWorks v. 3.5.8 (r17851; Nov 5, 2020).
- Updated (x64): 3DxSolidWorks v. 3.5.8 (r17851; Nov 5, 2020).
- Updated: 3DxStudio v. 7.0.6 (r17855; Nov 9, 2020).
- Updated: 3DxWinCore v. 17.7.1 (r17950, branches/17-7-1; Dec 9, 2020).
- Updated (x64): 3DxWinCore v. 17.7.1 (r17950, branches/17-7-1; Dec 9, 2020).
- New: [WIN-622] Add support for Siemens PLM NX 1953 Series.
- New: [WIN-736] Add support for Trimble SketchUp Pro version 2021.
- Note: [WIN-718, WIN-742] Includes full I3DN feature set with "action interface" support (advanced button mapping). Supports perspective and orthogonal viewports.
- New: Support Epic Games' Unreal Editor for engine versions 4.23, 4.24, 4.25 and 4.26.
- Fix: [WIN-730] Failure when modifying 3DxWare to remove 3DxNX.
- Fix: [WIN-748] Insufficient memory exception in 3DxVirtualLCD.exe.

**Version 10.7.0 (r3248; September 7, 2020). First public release of v. 10.7.**

- Updated: 3DxNX v. 3.4.17 (r17618; Jul 24, 2020).
- Updated (x64): 3DxNX v. 3.4.17 (r17618; Jul 24, 2020).
- Updated: 3DxStudio v. 7.0.5 (r17655; Aug 13, 2020).
- Updated: 3DxWinCore v. 17.7.0 (r17687, branches/17-7-0; Sep 7, 2020).
- Updated (x64): 3DxWinCore v. 17.7.0 (r17687, branches/17-7-0; Sep 7, 2020).
- Change: [WIN-723] Add Nemetschek Vectorworks 2020/2021 and PrusaSlicer configuration files.
- Fix: [WIN-690] Rotate around selected item not working for sub-objects in Autodesk 3ds Max.
- Fix: [WIN-710] Siemens PLM NX plug-in does not sync environments.
- Fix: [WIN-711] Installation error after installing .NET Framework.
- Note: Includes support for new device types "CadMouse Compact Wireless", "CadMouse Pro Wireless" and "CadMouse Pro Wireless Left."