

Software Release Version 10.8 For Apple macOS

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Document history summary:

Version	Author	Date	Status	Comment
1.0	3Dconnexion	2023-Mar-30	Final	First document version
2.0	3Dconnexion	2023-Jun-20	Final	Version 10.8.1 update
3.0	3Dconnexion	2023-Sep-27	Final	Version 10.8.2 update
4.0	3Dconnexion	2024-Jan-8	Final	Version 10.8.3 update
5.0	3Dconnexion	2024-Apr-2	Final	Version 10.8.4 update

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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 products on systems running Apple macOS.

1.3 Release Version

Release version 10.8.

1.4 Document History

Version 5.0

- Includes information on version 10.8.4 of 3DxWare 10 for Apple macOS.

Version 4.0

- Includes information on version 10.8.3 of 3DxWare 10 for Apple macOS.

Version 3.0

- Includes information on version 10.8.2 of 3DxWare 10 for Apple macOS.

Version 2.0

- Includes information on version 10.8.1 of 3DxWare 10 for Apple macOS.

Version 1.0

- Includes information on version 10.8.0 of 3DxWare 10 for Apple macOS.

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 April 2, 2024

- Update 3DxWare 10 to version 10.8.4.
- New: Add support for Epic Games Unreal Editor versions 4.27 to 5.3.
- Note: Stability and performance improvements to driver software and the plug-in software for Trimble SketchUp Pro for macOS.

2.2 Release of January 8, 2024

- Update 3DxWare 10 to version 10.8.3.
- New: Add support for Apple macOS 14 ("Sonoma").
- New: Support Autodesk Maya version 2024.
- Note: Minimum required system version changed to macOS version 12 ("Monterey").
- Note: Stability improvements to driver software.

2.3 Release of September 27, 2023

- Update 3DxWare 10 to version 10.8.2.
- New: Support Adobe Photoshop desktop versions 2023 and 2024
- New: Support Maxon Cinema 4D version 2024.
- Note: Stability improvements and enhancements to driver software and the plug-in software for Maxon Cinema 4D.

2.4 Release of June 20, 2023

- Update 3DxWare 10 to version 10.8.1.
- New: Enable "Navigation" settings on the "3Dconnexion" pane in the "System Settings" as used by applications based on the "Navigation Library".
- Note: Stability and performance improvements to the driver and the plug-in software for Maxon Cinema 4D.

2.5 Release of March 30, 2023

- Update 3DxWare 10 to version 10.8.0.
- New: New plugin for Maxon Cinema 4D v. 2023.2.
- New: Add support for version 2023 of Trimble SketchUp Pro for macOS.
- New: Support for "Action Interface" driver API feature.
- Note: Software supported on Apple macOS version 11 ("Big Sur") and newer.
- Note: Stability improvements to driver software.

3. Apple macOS Software

3.1 Description

3DxWare 10 includes driver and plug-in software for Apple macOS.

3.2 Supported Operating Systems

- Apple macOS 12 (“Monterey”)
- Apple macOS 13 (“Ventura”)
- Apple macOS 14 (“Sonoma”)

3.3 Supported 3Dconnexion Devices

- CadMouse
- CadMouse Compact
- CadMouse Compact Wireless (see note below)
- CadMouse Pro
- CadMouse Pro Wireless (see note below)
- CadMouse Pro Wireless Left (see note below)
- CadMouse Wireless (see note below)
- SpaceMouse Compact
- SpaceMouse Enterprise
- SpaceMouse Pro
- SpaceMouse Pro Wireless
- SpaceMouse Wireless
- SpaceNavigator
- SpaceNavigator for Notebooks
- Universal Receiver (see note below)

Note: Wireless CadMouse devices are not supported with the Universal Receiver since buttons will not “click” on recent versions of Apple macOS. Instead, wireless CadMouse devices can be used over Bluetooth or a cable connection. Wireless SpaceMouse devices are not affected by this limitation and can be used with a Universal Receiver.

3.4 Package File Name

3DxWare 10 for macOS is distributed as a single disk image file (.dmg) with the following file name format: **3DxWareMac_vX-Y-Z_r0000**, where “X-Y-Z” is the version number and “r0000” the revision number. As an example, the package for release version **10.0.11** had “3DxWareMac_v10-0-11_r1537.dmg” as file name.

3.5 Changes to 3DxWare 10 for macOS

The following paragraphs describe in detail the changes to 3DxWare 10 and included products.

3.5.1 Table of Included Products

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

3DxWare 10	10.8.4	2024 Mar 27
<i>3DxCinema4D</i>	1.1.0	2023 Sep 18
<i>3DxCollage</i>	1.1.3	2019 Dec 13
<i>3DxMacCore</i>	1.3.4	2024 Mar 27
<i>3DxMaya</i>	6.0.16	2023 Dec 21
<i>3DxNLServer</i>	1.4.5	2024 Feb 29
<i>3DxPair</i>	2.5.0	2023 Jul 26
<i>3DxPhotoshop</i>	2.13.0	2023 Sep 15
<i>3DxPuzzle</i>	1.1.0	2024 Jan 25
<i>3DxSketchUp</i>	5.5.0	2024 Feb 28
<i>3DxTrainer</i>	1.2.0	2024 Jan 24
<i>3DxUnreal</i>	1.3.1	2024 Mar 26
<i>3DxViewer</i>	2.0.13	2019 Sep 5
<i>3DxVirtualLCD</i>	1.1.5	2018 Jun 6

3.5.2 Changes to 3DxWare 10 since v. 10.7.4 (r3493)

The following component products were added (new): 3DxCinema4D and 3DxUnreal.

The following component products were removed: None

The following component products were changed (updated): 3DxMacCore, 3DxMaya, 3DxNLServer, 3DxPair, 3DxPhotoshop, 3DxPuzzle, 3DxSketchUp and 3DxTrainer.

Version 10.8.4 (r3716; March 27, 2024). Fifth public release of version 10.8.

- New: 3DxUnreal v. 1.3.1 (b89, 68eb93f; Mar 26, 2024).
- Updated: 3DxMacCore v. 1.3.4 (b473, 3c5d401; Mar 27, 2024).
- Updated: 3DxNLServer v. 1.4.5 (r20789; Feb 29, 2024).
- Updated: 3DxPuzzle v. 1.1.0 (r20724; Jan 25, 2024).
- Updated: 3DxSketchUp v. 5.5.0 (b131, d86f020; Feb 28, 2024).
- Updated: 3DxTrainer v. 1.2.0 (r20719; Jan 24, 2024).
- New: [MAC-353] Support Unreal Editor on macOS (see note below).
- New: [MAC-453] Add driver API support for "Smooth QuickZoom" feature.
- Change: [MAC-446] Add "Move objects" option in the "3Dconnexion" pane in System Settings for Maxon Cinema 4D and Unreal Editor.
- Fix: [MAC-433] Buffering issue when navigating with the 3D mouse
- Fix: [MAC-461] Bottom view button changes to front instead of bottom in Cinema 4D.
- Note: Supports Unreal Editor versions 4.27 and 5.0 to 5.3.

Version 10.8.3 (r3682; December 22, 2023). Fourth public release of version 10.8.

- Updated: 3DxMacCore v. 1.3.3 (b446, 839d84d; Dec 20, 2023).
- Updated: 3DxMaya v. 6.0.16 (r20663; Dec 21, 2023).
- New: [MAC-429] Add support for Autodesk Maya version 2024.
- New: [MAC-439] Add support for Apple macOS 14 ("Sonoma").
- Change: [MAC-431] Update minimum supported OS version to macOS 12 ("Monterey").
- Change: [MAC-432] Add "Sketch Lock" option for Autodesk Fusion on macOS.
- Fix: [MAC-317] Auto UpdateCheck for Mac.
- Fix: [MAC-443] Space mouse lose navigation when there are two devices CM and SM connected via BT.

Version 10.8.2 (r3632; September 19, 2023). Third public release of version 10.8.

- Updated: 3DxCinema4D v. 1.1.0 (b85, 2fcc780; Sep 18, 2023).
- Updated: 3DxMacCore v. 1.3.2 (b412, ebc3261; Sep 14, 2023).
- Updated: 3DxPair v. 2.5.0 (r20346; Jul 26, 2023).
- Updated: 3DxPhotoshop v. 2.13.0 (r20430; Sep 15, 2023).
- New: [MAC-423] Support version 2024 of Maxon Cinema 4D.
- Change: Maxon Cinema 4D plugin performance improvement (see [WIN-1295]).
- Change: Enable automatic keyframing (Autokeying) in Maxon Cinema 4D (see [WIN-1332]).
- Fix: [MAC-395] No movement in Google Earth Pro with 3DxWare 10.8 for macOS.
- Fix: [MAC-398] Radial menu is not working properly in Vectorworks 2023 on macOS.
- Fix: CoR not set correctly in Maxon Cinema 4D (see [WIN-1261]).
- Fix: Incorrect pivot location for selected objects in Maxon Cinema 4D (see [WIN-1289]).

Version 10.8.1 (r3586; June 19, 2023). Second public release of version 10.8.

- Updated: 3DxCinema4D v. 1.0.1 (b68, 23c8e5a; May 8, 2023).
- Updated: 3DxMacCore v. 1.3.1 (b395, 7b65867; Jun 15, 2023).
- New: [MAC-399] Open product registration web page after installation.
- New: Update default driver configuration for Autodesk Fusion 360 with Navigation Library support.
- New: Added default driver configuration for KiCad.
- New: [MAC-387] Add UI to change the navigation mode in the "3Dconnexion" pane.
- New: [MAC-388] Add UI to control Sketch Lock / Horizon Lock in the "3Dconnexion" pane.
- Change: Remove feature in the Maxon Cinema 4D plug-in that changed the navigation mode to "target camera" when the active camera locked to a target object.
- Fix: [MAC-377] Right axis does not work with 3Dconnexion set to "3D Mouse Right".
- Fix: [MAC-393] CadMouse refuses to click when switching to KiCad.

- Fix: Crash in Maxon Cinema 4D if 'Use Selected Items' is enabled and a Tag is selected.

Version 10.8.0 (r3554; March 29, 2023). First public release of version 10.8.

- New: 3DxCinema4D v. 1.0.0 (r89; Feb 23, 2023).
- Updated: 3DxMacCore v. 1.3.0 (b371, 4b037d4; Mar 29, 2023).
- Updated: 3DxNLServer v. 1.4.4 (r19984; Feb 10, 2023).
- Updated: 3DxSketchUp v. 5.4.0 (r19889; Dec 19, 2022).
- New: Plugin support for Maxon Cinema 4D v. 2023.2 for Intel and ARM64. Requires driver to be installed after updating the application.
- New: [MAC-357] Add support for version 2023 of Trimble SketchUp Pro for macOS.
- New: Added "Action Interface" API for exporting application commands and settings (see [MAC-360]).
- Change: Removed "Dominant" checkbox in the "3Dconnexion" pane in System Settings
- Change: Radial Menus are now available per application environment.
- Fix: Application title in SME LCD was slightly too high (in relation to application icon).