

Software Release version 10.7 for Apple macOS

Author:	3Dconnexion
Participant:	
Cc:	
Classification:	<i>Public documentation</i>

Document history summary:

Version	Author	Date	Status	Comment
1.0	3Dconnexion	2022-Jan-13	Final	First document version
1.1	3Dconnexion	2022-Jan-14	Final	Correct release version in title

Content

1. INTRODUCTION.....	2
1.1 PURPOSE.....	2
1.2 TARGET AUDIENCE.....	2
1.3 RELEASE VERSION.....	2
1.4 DOCUMENT HISTORY.....	2
1.5 REFERENCES.....	2
2. RELEASE HIGHLIGHTS.....	3
2.1 RELEASE OF JANUARY 13, 2021	3
3. APPLE MACOS SOFTWARE	4
3.1 DESCRIPTION.....	4
3.2 SUPPORTED OPERATING SYSTEMS	4
3.3 SUPPORTED 3DCONNEXION DEVICES.....	4
3.4 PACKAGE FILE NAME.....	4
3.5 CHANGES TO 3DXWARE 10 FOR MACOS.....	4

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 10.7.

1.4 Document History

Version 1.1

- Correct release version in document title.

Version 1.0

- Includes information on version 10.7.0 of 3DxWare 10 for Apple macOS, published on January 13, 2022.

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 January 13, 2021

- Update 3DxWare 10 to version 10.7.0.
- New: Support Apple macOS 11 “Big Sur” and 12 “Monterey”.
- New: Add support for “Apple Silicon” system (ARM64 architecture).
- New: Add support for Autodesk Maya version 2022.
- New: Add support for Adobe Photoshop desktop v. 22.x for macOS on Intel and ARM64.
- Note: Extensive refactoring of the driver (kernel extension removed).

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 10.15 (“Catalina”)
- Apple macOS 11 (“Big Sur”)
- Apple macOS 12 (“Monterey”)

3.3 Supported 3Dconnexion Devices

- CadMouse
- CadMouse Compact
- CadMouse Pro
- CadMouse Pro Wireless (see note below)
- CadMouse Pro Wireless Left (see note below)
- CadMouse Wireless (see note below)
- SpaceMouse Compact
- CadMouse Wireless Compact (see note below)
- 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	10.7.0	2021 Dec 17
3DxCollage	1.1.3	2019 Dec 13
3DxMacCore	1.2.0	2021 Dec 17
3DxMaya	6.0.8	2021 May 5
3DxNLServer	1.4.2	2021 Mar 1
3DxPair	2.3.9	2021 Mar 1
3DxPhotoshop	2.10.0	2021 Mar 26
3DxPuzzle	1.0.6	2019 Sep 5
3DxSketchUp	5.3.0	2021 Dec 17
3DxTrainer	1.1.0	2019 Nov 27
3DxViewer	2.0.13	2019 Sep 5
3DxVirtualLCD	1.1.5	2018 Jun 6

3.5.2 Changes to 3DxWare 10 since 10.6.7 (r3278)

The following component products were added (new): None.

The following component products were removed: None

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

Version 10.7.0 (r3411; December 17, 2021). First public release of version 10.7.

- Updated: 3DxMacCore v. 1.2.0 (b262, 977f9f3; Dec 17, 2021).
- Updated: 3DxMaya v. 6.0.8 (r18367; May 5, 2021).
- Updated: 3DxNLServer v. 1.4.2 (r19029; Dec 3, 2021).
- Updated: 3DxPair v. 2.3.9 (r18112; Mar 1, 2021).
- Updated: 3DxPhotoshop v. 2.10.0 (r18279; Mar 26, 2021).
- Updated: 3DxSketchUp v. 5.3.0 (r19041; Dec 17, 2021).
- New: [MAC-209] Add support for Apple macOS 11 and 12 on x86_64 and ARM64 platforms.
- New: [MAC-283] Add support for Adobe Photoshop desktop v. 22.
- New: [MAC-293] Native support for Adobe Photoshop desktop v. 22.3 for ARM64.
- New: [MAC-292] Add support for Autodesk Maya version 2022.
- New: Add driver configuration for Pixologic ZBrush.
- New: Add driver configuration for Maxon Cinema 4D version R23.
- New: Add driver configuration for Shapr3D.
- New: Add driver configuration for BIMcollab ZOOM.
- Change: [MAC-74] 3DxHome support for Dark Mode.
- Change: Launch of 3DconnexionHelper changed to LaunchAgent scripts rather than Login Items (prevents "System Events" warning during installation).
- Fix: [MAC-234] SPP LCD text are very difficult to read (black text on dark background).
- Fix: [MAC-287] Issue when using retina resolution (quarter size).
- Fix: [MAC-301] 3DconnexionNavlib crashes when second connexion is initialized.
- Fix: [MAC-316] 3Dconnexion Home fails to load on languages other than English.
- Note: Originally available as "Release Candidate 3" on December 21, 2021.