SpaceMouse use over RDP (Microsoft)

We have been seeing an increased interest in temporarily using our SpaceMouse devices in remote environments due to the working transitions that many people are facing during this difficult situation.

Unfortunately, we currently do not support or offer remote solutions ourselves.

In the case your remote solution does not natively offer support for USB devices, we thought the information below might be helpful for you.

If you are using Microsoft's RDP you have to enable RemoteFX. See below for a description.

Please note that it is not possible to use a wireless device unless it is connected with a cable. Additionally, the CadMouse cannot be transferred to the remote machine. Nevertheless, you can use the CadMouse as a standard 2D mouse without making use of our driver.

Please keep in mind that a remote setup is not the recommended work setup for using a SpaceMouse. See here: <u>https://www.3dconnexion.com/faq/1107</u>.

RemoteFX System Requirements: At least Windows 7 Pro Sp1 or Windows Server 2008 R2.

Steps to enable USB redirection in Windows Remote Desktop connections using Microsoft RemoteFX.

You need to make the changes on both (host and client) systems. RemoteFX does not work with the universal receiver. You need to connect your wireless device via cable.

- Open GPedit
 - o Press start and search for gpedit



• In the group policy editor open

•	In the group policy editor open
	🗸 💽 Computer Configuration
	🗸 🚞 Administrative Templates
	🗸 🚞 Windows Components
	✓ I Remote Desktop Services
	RD Licensing
	> Constant Constant Connection Client
	> 🧮 Remote Desktop Session Host
•	Change the following policies
-	Remote Desktop Connection Client
	RemoteFX USB Device Redirection
	Allow RDP redirection of other supported RemoteFX USB devices
	• Enable
	🗸 🚞 Remote Desktop Session Host
	Connections
	 Allow user to connect remotely by using Remote Desktop Services
	Enable
	🗸 🚞 Remote Desktop Session Host
	Device and Resource Redirection
	 Do not allow supported Plug and Play device redirection
	Disable
	✓ I Remote Desktop Session Host
	Remote Session Environment
	RemoteFX for Windows Server 2008 R2
	 Configure RemoteFX
	• Enable
	non the command prompt with administrative rights and enter

Now open the command prompt with administrative rights and enter gpupdate /force

Next restart the machine.

After the restart open the rdp client (press "Start" and search for RDP) and go to the "Local Resources" tab where you click on "More".

💀 Remote	Desktop Connection		-		×
	Remote Desk Connectio	ktop)n			
General Di	isplay Local Resources	Experience	Advanced		
Remote au	idio Configure remote audio Settings	settings.			
Keyboard	Apply Windows key cor Only when using the fu	mbinations: Ill screen		~	
	Example: ALT+TAB				
- Local devi	ces and resources				
-	Choose the devices and your remote session.	d resources tha	at you want t	o use in	
	Printers	Clipb	oard		
	More				
Alide Opt	ions		Connect	He	elp

You should see "Other supported RemoteFX USB devices". Open it - it shows the connected 3DMouse. Activate the check box for the 3DMouse. The device will be forwarded to your target system next time when you connect via RDP.

💀 Remote Desktop Connection	\times
Remote Desktop Connection	
Local devices and resources	
Choose the devices and resources on this computer that you want to use in your remote session.	
Mideo capture devices Other supported Plug and Play (PnP) devices Other supported RemoteFX USB devices ✓ SpaceMouse Enterprise	
OK Cancel	

Other Solutions

We do have a few customer reports about setups that work for them. These solutions can redirect USB devices (SpaceMouse) from a local to a remote machine. Doing this allows USB devices to appear in the remote machine as if it would be connected directly.

Two USB forwarding solutions we find to be most common would be from:

- 1. Fabula Tech <u>https://www.fabulatech.com/</u>
- 2. USB Network Gate https://www.eltima.com/3d-mouse-over-rdp.html.

If you have questions about these tools, we kindly suggest you contact the above vendors directly.