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
6.0	3Dconnexion	2024-Oct-3	Final	Version 10.8.5 update
7.0	3Dconnexion	2024-Nov-8	Final	Version 10.8.6 update
8.0	3Dconnexion	2025-Feb-11	Final	Version 10.8.7 update
9.0	3Dconnexion	2025-Jun-9	Final	Version 10.8.8 update

Content

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 9.0
- Includes information on version 10.8.8 of 3DxWare 10 for Apple macOS.

Version 8.0
- Includes information on version 10.8.7 of 3DxWare 10 for Apple macOS.

Version 7.0
- Includes information on version 10.8.6 of 3DxWare 10 for Apple macOS.

Version 6.0
- Includes information on version 10.8.5 of 3DxWare 10 for Apple macOS.

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 June 9, 2025

- Update 3DxWare 10 to version 10.8.8.
- Update 3DxWare 10 to version 10.8.8.
- New: Support Autodesk Maya version 2026.
- New: Driver configurations for Capture, Chief Architect, SharkCAD and more.
- Note: Additional stability and performance improvements to driver, Trainer and Viewer software.

2.2   Release of February 11, 2025

- Update 3DxWare 10 to version 10.8.7.
- Change: Driver configuration to address limitation with the use of SpaceMouse Enterprise buttons in Blender.
- Change: Improved driver configuration for new SpaceMouse support in FreeCAD for macOS.
- Note: Additional stability and performance improvements to driver software, the Navigation Library Proxy Server and the plug-in software for Maxon Cinema 4D and Trimble SketchUp Desktop.

2.3   Release of November 8, 2024

- Update 3DxWare 10 to version 10.8.6.
- Note: Stability improvements to driver installation.

2.4   Release of October 3, 2024

- Update 3DxWare 10 to version 10.8.5.
- New: Support Apple macOS 15 ("Sequoia").
- New: Support Maxon Cinema 4D version 2025.
- New: Support Autodesk Maya version 2025.
- Note: Stability and performance improvements to driver software, 3DxViewer and the plug-in software for Trimble SketchUp Desktop.

2.5   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 Desktop.

2.6   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.

2.7   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.

2.8   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.

2.9   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 Desktop 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")
- Apple macOS 15 ("Sequoia")

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

This section describes 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.

3DxWare 10	10.8.8	2025 Jun 6
3DxCinema4D	1.2.1	2025 Feb 3
3DxCollage	1.1.3	2019 Dec 13
3DxMacCore	1.3.8	2025 Jun 6
3DxMaya	6.0.21	2025 Apr 11
3DxNLServer	1.4.7	2025 Jan 20
3DxPair	2.5.0	2023 Jul 26
3DxPhotoshop	2.13.0	2023 Sep 15
3DxPuzzle	1.1.0	2024 Jan 25
3DxSketchUp	5.7.1	2024 Dec 17
3DxTrainer	1.2.1	2025 Apr 23
3DxUnreal	1.3.1	2024 Mar 26
3DxViewer	2.1.2	2025 Apr 10
3DxVirtualLCD	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): 3DxCinema4D, 3DxMacCore, 3DxMaya, 3DxNLServer, 3DxPair, 3DxPhotoshop, 3DxPuzzle, 3DxSketchUp and 3DxTrainer.

Version 10.8.8 (r3856; June 6, 2025). Nineth public release of version 10.8.
- Updated: 3DxMacCore v. 1.3.8 (b560, b9eafc4; Jun 6, 2025).
- Updated: 3DxMaya v. 6.0.21 (b154, 9302084; Apr 11, 2025).
- Updated: 3DxTrainer v. 1.2.1 (r21587; Apr 23, 2025).
- Updated: 3DxViewer v. 2.1.2 (r21572; Apr 10, 2025).
- New: [MAC-612] Add support for Autodesk Maya version 2026.
- Change: [MAC-600] Add / update configuration for Capture.
- Change: [MAC-601] Add / update configuration for SharkCAD.
- Change: [MAC-602] Add / update configuration for Chief Architect.
- Change: [MAC-603] Add / update configuration for ViaCAD.
- Change: [MAC-604] Add / update configuration for TurboCAD.
- Change: [MAC-605] Add / update configuration for Google Earth Pro.
- Change: [MAC-606] Add / update configuration for Moment of Inspiration.
- Change: [MAC-607] Add / update configuration for KiCad.
- Change: [MAC-608] Add / update configuration for PrusaSlicer.
- Change: [MAC-609] Add / update configuration for Vectorworks.
- Change: [MAC-610] Add / update configuration for ZBrush.
- Change: [MAC-615] Blender - new default profile (macOS).
- Fix: [MAC-551] Preferences pane does not show battery status for SMPWBE and SMWBE.
- Fix: Polygons cannot be re-ordered when Autodesk Maya plugin is installed ([WIN-1942]).
- Fix: [MAC-611] 3DxViewer may occupy only quarter of its window on scaled resolutions.
- Fix: [MAC-624] 3DxTrainer may occupy only quarter of its window.

Version 10.8.7 (r3836; February 10, 2025). Eighth public release of version 10.8.
- Updated: 3DxCinema4D v. 1.2.1 (b107, 1dbcf76; Feb 3, 2025).
- Updated: 3DxMacCore v. 1.3.7 (b529, 86c07ac; Feb 10, 2025).
- Updated: 3DxNLServer v. 1.4.7 (r21332; Jan 20, 2025).
- Updated: 3DxSketchUp v. 5.7.1 (b139, c2777cb; Dec 17, 2024).
- New: [MAC-575] Add installer support for beta installations of Maxon Cinema 4D.
- Change: [MAC-567] Blender - Add NDOF buttons to the profile.
- Change: [MAC-577] Improve driver configuration for FreeCAD.
- Fix: [MAC-565] Plugin does not install if Cinema 4D is installed on an external drive. Fix applies only to external drives formatted with APFS.
- Fix: [MAC-578] ConnexionClient outputs (debug) info when exporting commands.
- Fix: [MAC-580] Plugin folder with content is left in Cinema 4D after uninstalling the driver.
- Fix: CoR visualization isn't re-created in current center of rotation after using alt + MMB in Trimble SketchUp Desktop (see [WIN-1833]).
- Fix: CoR isn't changed after using alt + MMB in Trimble SketchUp Desktop (see [WIN-1834]).
- Fix: Closing connection to the Navigation Library Proxy Server causes crash (see [WIN-1818]).

Version 10.8.6 (r3819; November 8, 2024). Seventh public release of version 10.8.
- Updated: 3DxMacCore v. 1.3.6 (b516, 9edcde3; Nov 5, 2024).
- New: Detect corrupted system extension installations.
- Change: [MAC-557] Change helper and uninstaller locations to Applications folder.
- Fix: [MAC-518] Installation may become stuck under certain circumstances.
- Note: If a corrupted system extension installation is found, a warning panel is shown and the installation terminates.

Version 10.8.5 (r3798; October 3, 2024). Sixth public release of version 10.8.
- Updated: 3DxCinema4D v. 1.2.0 (b100, 057e4da; Sep 17, 2024).
- Updated: 3DxMacCore v. 1.3.5 (b501, 518018d; Oct 2, 2024).
- Updated: 3DxMaya v. 6.0.17 (b140, e4ad48e; May 22, 2024).
- Updated: 3DxNLServer v. 1.4.6 (r21008; Sep 16, 2024).
- Updated: 3DxSketchUp v. 5.6.1 (b135, dac63f9; Sep 11, 2024).
- Updated: 3DxViewer v. 2.1.1 (r21133; Oct 1, 2024).
- New: [MAC-493] Add support for Autodesk Maya version 2025.
- New: [MAC-531] Support version 2025 of Maxon Cinema 4D.
- New: [MAC-538] Add support for Apple macOS 15 "Sequoia".
- New: Include driver configuration for Trimble SketchUp for Web.
- New: Include driver configuration for FreeCAD.
- New: Implemented the CoR icon display in Trimble SketchUp Desktop version 2023 and newer.
- Fix: [MAC-485] 3Dconnexion Viewer (3DxViewer) crashes on exit.
- Fix: [MAC-488] VirtualLCD is not displayed while using SMPW connected by the cable and UR.
- Fix: [MAC-497] Wrong program name ("ArchiCAD") in System Settings.
- Fix: [MAC-504] 3Dconnexion enable option is no longer located in the "Security & Privacy" settings of macOS.

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 Desktop 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).