

Software Release version 10.6 for Apple macOS

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4.0	3Dconnexion	2019-Jul-23	Final	Version 10.6.3 update
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7.0	3Dconnexion	2020-Aug-4	Final	Version 10.6.6 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 10.6.

1.4 Document History

Version 7.0

- Includes information on version 10.6.6 of 3DxWare 10 for macOS.

Version 6.0

- Includes information on version 10.6.5 of 3DxWare 10 for macOS.

Version 5.0

- Includes information on version 10.6.4 of 3DxWare 10 for macOS.
- Adds “CadMouse Pro Wireless Left” as a supported type since version 10.6.3.

Version 4.0

- Includes information on version 10.6.3 of 3DxWare 10 for macOS.

Version 3.0

- Includes information on version 10.6.2 of 3DxWare 10 for macOS.

Version 2.0

- Includes information on version 10.6.1 of 3DxWare 10 for macOS.

Version 1.0

- First document version. Includes information on a new software release 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 August 4, 2020

- Update 3DxWare 10 to version 10.6.6.
- New: Add support for Photoshop version 2020 (v21).
- Note: Stability corrections and additional improvements to driver and plug-in software.

2.2 Release of March 12, 2020

- Update 3DxWare 10 to version 10.6.5.
- New: Add support for Trimble SketchUp version 2020.
- Note: Stability improvements to driver and plug-in software.

2.3 Release of November 4, 2019

- Update 3DxWare 10 to version 10.6.4.
- New: Add support for Apple macOS 10.15 (“Catalina”).
- Note: Stability improvements to driver and plug-in software.

2.4 Release of July 23, 2019

- Update 3DxWare 10 to version 10.6.3.
- Add support for the CadMouse Pro Wireless Left type.
- Fix: Address driver installation issue on macOS 10.14.5 (ref# MAC-112).

2.5 Release of July 4, 2019

- Update 3DxWare 10 to version 10.6.2.
- New: Add support for the CadMouse Pro Wireless type.
- New: Add support for version 2019 of Autodesk Maya.
- Note: Stability improvements to driver and plug-in software.

2.6 Release of January 10, 2019

- Update 3DxWare 10 to version 10.6.1.
- New: Add support for Adobe Photoshop version CC 2019.
- Note: Stability improvements to driver and web programs proxy software.

2.7 Release of October 31, 2018

- Update 3DxWare 10 to version 10.6.0.
- New: Add support for Apple macOS 10.14 “Mojave”.
- New: Add support for Adobe Photoshop version CC 2018.
- Note: Stability improvements to driver and add-in 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 OS X 10.11 (“El Capitan”)
- Apple macOS 10.12 (“Sierra”)
- Apple macOS 10.13 (“High Sierra”)
- Apple macOS 10.14 (“Mojave”)
- Apple macOS 10.15 (“Catalina”)

3.3 Supported 3Dconnexion Devices

- CadMouse
- 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

Note: Mainstream support for SpacePilot Pro ended on September 30, 2019. Version 10.6.4 was the last release with official support for this device type.

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	10.6.6	2020 Aug 3
<i>3DxCollage</i>	1.1.3	2019 Dec 13
<i>3DxMacCore</i>	1.1.5	2020 Aug 3
<i>3DxMaya</i>	6.0.6	2020 Jul 7
<i>3DxNLServer</i>	1.3.5	2020 Jul 7
<i>3DxPair</i>	2.3.8	2020 Jul 7
<i>3DxPhotoshop</i>	2.9.4	2020 Jun 5
<i>3DxPuzzle</i>	1.0.6	2019 Sep 5
<i>3DxSketchUp</i>	5.0.1	2020 Feb 18
<i>3DxTrainer</i>	1.1.0	2019 Nov 27
<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 10.5.3 (r2794)

The following component products were added (new): 3DxMacCore (replaces 3DPackage).

The following component products were removed: 3DxAcrobat3D (incompatibility with macOS 10.15); 3DPackage (replaced by 3DxMacCore).

The following component products were changed (updated): 3DxAcrobat3D, 3DxMaya, 3DxNLServer, 3DxPair, 3DxPhotoshop, 3DxPuzzle, 3DxSketchUp, 3DxTrainer, 3DxViewer, 3DxVirtualLCD.

Version 10.6.6 (r3234; August 4, 2020). Seventh public release of version 10.6.

- Updated: 3DxMacCore v. 1.1.5 (b176, 10bbbf; Ago 3, 2020).
- Updated: 3DxMaya v. 6.0.6 (r17562; Jul 7, 2020).
- Updated: 3DxNLServer v. 1.4.0 (r17559; Jul 7, 2020).
- Updated: 3DxPair v. 2.3.8 (r17557; Jul 7, 2020).
- Updated: 3DxPhotoshop v. 2.9.4 (r17510; Jun 5, 2020).
- New: [MAC-198] Add support for version 2020 of Adobe Photoshop for macOS.
- Fix: [MAC-186] Text of mapped command is missing.
- Fix: [MAC-188] No more LCD display of button mapping.
- Fix: Undo in Autodesk Maya undoing 'spaceMouse' commands which have no effect.
- Fix: Ignore cameras when calculating the model (scene) extents in Autodesk Maya.
- Fix: [MAC-173] 3DxNLServer crashes on reboot.

Version 10.6.5 (r3167; March 9, 2020). Sixth public release of version 10.6.

- Updated: 3DxCollage v. 1.1.3 (r16932; Dec 13, 2019).
- Updated: 3DxMacCore v. 1.1.4 (b146, e5b97b4; Feb 27, 2020).
- Updated: 3DxMaya v. 6.0.4 (r17162; Feb 28, 2020).
- Updated: 3DxPair v. 2.3.7 (r17210; Mar 9, 2020).
- Updated: 3DxSketchUp v. 5.1.0 (r17135; Feb 18, 2020).
- Updated: 3DxTrainer v. 1.1.0 (r16856; Nov 27, 2019).
- Removed: 3DxAcrobat3D. Adobe Acrobat and Reader plug-in removed due to macOS notarization restrictions (see MAC-181).
- New: [MAC-155] Add support for version 2020 of Trimble SketchUp Pro for macOS.
- Change: [MAC-156] Minimum required operating system version changed to OS X 10.11 ("El Capitan").
- Change: 3DxDemo can now also run without OpenGL acceleration (updated to v. 1.0.11).
- Fix: [MAC-139] Universal Receiver does not work with macOS 10.15. Added dialog to point customer to "enable" 3DxPair for "Input Monitoring".
- Fix: [MAC-149] Settings may not be immediately applied when switching from prefs to app.
- Fix: [MAC-153] Buttons on CMW do not work when connected via USB cable.
- Fix: [MAC-154] Universal Receiver not recognised by the driver.
- Fix: [MAC-160] Onshape changes to incorrect views.
- Fix: Objects are not displayed when scene is loaded in Autodesk Maya (ref. WIN-582).
- Fix: [MAC-183] Object flickering when moving the cap in Autodesk Maya (also refer to WIN-583).
- Fix: In target camera mode, only pivot moves, the camera remains unchanged in Autodesk Maya (ref. WIN-609).
- Fix: Object flashes when releasing 3D mouse cap in Autodesk Maya (ref. WIN-530).
- Fix: [MAC-147] 3DxTrainer does not play movie on macOS 10.15.

Version 10.6.4 (r3067; October 31, 2019). Fifth public release of version 10.6.

- Updated: 3DxAcrobat3D v. 1.1.3 (r736; Sep 5, 2019).
- Updated: 3DxCollage v. 1.1.2 (r16493; Sep 5, 2019).
- Updated: 3DxMacCore v. 1.1.3 (b115, 5d468b1; Oct 8, 2019).
- Updated: 3DxMaya v. 6.0.3 (r16725; Oct 31, 2019).
- Updated: 3DxNLServer v. 1.3.4 (r16675; Oct 16, 2019).
- Updated: 3DxPair v. 2.3.5 (r16488; Sep 5, 2019).
- Updated: 3DxPhotoshop v. 2.9.3 (r16487; Sep 5, 2019).

- Updated: 3DxPuzzle v. 1.0.7 (r16492; Sep 5, 2019).
- Updated: 3DxSketchUp v. 5.0.1 (r16533; Sep 5, 2019).
- Updated: 3DxTrainer v. 1.0.7 (r16489; Sep 5, 2019).
- Updated: 3DxViewer v. 2.0.14 (r16490; Sep 5, 2019).
- New: Add support for Apple macOS 10.15 ("Catalina").
- Change: Mitigate issue forcing end-users to re-plug devices after reboot on systems running on newer Mac hardware (with a T2 chip). The driver software now forces a device re-enumeration but can do so only after the user logs in. This means some devices (CadMouse, CadMouse Wireless and Universal Receiver) continue to be inoperable in the login screen (refer to MAC-48).

Version 10.6.3 (r2986; July 12, 2019). Fourth public release of version 10.6.

- Updated: 3DxMacCore v. 1.1.2 (b106, 3deb50e; Jul 12, 2019).
- New: Added "CadMouse Pro Wireless Left" device support.
- Fix: [MAC-112] Problems installing 3DxWare 10 on macOS 10.14.5 on some machines.
- Note: Hot-fix release to address MAC-112.

Version 10.6.2 (r2984; June 28, 2019). Third public release of version 10.8.

- Updated: 3DxMacCore v. 1.1.1 (b95, 280bb1e; Jun 28, 2019).
- Updated: 3DxMaya v. 4.6.0 (r15781; Jan 23, 2019).
- Updated: 3DxNLServer v. 1.3.3 (r16341; Jun 28, 2019).
- Updated: 3DxPair v. 2.3.3 (r16242; May 18).
- Updated: 3DxSketchUp v. 5.0.0 (r16196; May 15, 2019).
- New: Added "CadMouse Pro Wireless" device support.
- New: [MAC-90] Add support for version 2019 of Autodesk Maya.
- Fix: [MAC-68] Wrong axis motion.
- Fix: [MAC-87] Remove NL .config files on driver installation. This fixes the issue causing the auto center of rotation (I3DN feature) defaulting to off in applications such as Onshape.
- Fix: [MAC-96] 3DxNLServer crashes on QuickZoom In/Out.
- Fix: [MAC-110] Mouse cursor jumps to left-bottom when starting 3DxNumPad.

Version 10.6.1 (r2897; January 7, 2019). Second public release of version 10.8.

- Updated: 3DxMacCore v. 1.1.0 (b43, d0052f5; Dec 20, 2018).
- Updated: 3DxNLServer v. 1.3.2 (r15716; Dec 20, 2018).
- Updated: 3DxPair v. 2.3.0 (r15657; Dec 13, 2018).
- Updated: 3DxPhotoshop v. 2.9.1 (r15510; Nov 7, 2018).
- New: [MAC-71] Add support for Photoshop version CC 2019.
- Change: [MAC-82] 3DxHome needs to display a warning about the KEXT not being "Allowed".
- Fix: [MAC-72] Radial Menu displayed wrong.
- Fix: [MAC-62] 3Dconnexion.prefPane with invalid signature / seal.
- Fix: Auto center of rotation (I3DN) defaults to off in web program such as Onshape.

Version 10.6.0 (r2876; October 19, 2018). First public release of version 10.8.

- New: 3DxMacCore v. 1.0.0 (b32, e88f6db; Oct 19, 2018).
- Updated: 3DxAcrobat3D v. 1.1.2 (r710; Oct 5, 2018).
- Updated: 3DxCollage v. 1.1.0 (r15444; Oct 16, 2018).
- Updated: 3DxMaya v. 4.5.1 (r15417; Oct 8, 2018).
- Updated: 3DxNLServer v. 1.3.1 (r15387; Oct 1, 2018).
- Updated: 3DxPair v. 2.2.0 (r15446; Oct 16, 2018).
- Updated: 3DxPuzzle v. 1.0.6 (r15445; Oct 16, 2018).
- Updated: 3DxPhotoshop v. 2.9.0 (r15412; Oct 5, 2018).
- Updated: 3DxSketchUp v. 4.6.0 (r15411, branches/4; Oct 5, 2018).
- Updated: 3DxTrainer v. 1.0.5 (r15443; Oct 16, 2018).
- Updated: 3DxViewer v. 2.0.13 (r15441; Oct 16, 2018).
- Removed: 3DPackage (replaced by 3DxMacCore).
- New: [MAC-56] Add support for Apple macOS 10.14 ("Mojave").

- New: [MAC-58] Added support for Adobe Photoshop CC 2018.
- Fix: Removing a page via <Delete> key did not update the view in Collage.
- Change: 3DxDemo now also opens on machines with no OpenGL acceleration. Demo now also uses FSAA to improve rendering quality.
- Change: Removed support for 32-bit editions of Trimble SketchUp. Minimum supported SketchUp version is 2015 (64-bit).
- Note: 3DxMacCore replaces the "3DPackage" component and includes 3DxDemo, 3DxNumpad, 3DxRadialMenu, 3DxSNAxisDemo and 3DxVirtualLCD.