Software Release
Version 3.17

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Cc:	
Classification:	*Public documentation*

Document history summary:

Version	Author	Date	Status	Comment
1.0	3Dconnexion	2013-Jun-3	Final	First document version

Contents

1.   Introduction

1.1   Purpose

This document summarizes the changes in 3Dconnexion Software version as specified in 1.3 below.

1.2   Target Audience

The target audience of this document is the general public using 3Dconnexion 3D mice.

1.3   Release Version

Release version 3.18.

1.4   Document History

Version 1.0
- First document version. Includes information on a new update of legacy software for Microsoft Windows.

1.5   References

None.

2.   Release Highlights

The following is a list of the most important changes and updates in this release:

2.1   First Release (June 5, 2014)

Update legacy software for Microsoft Windows.

Windows
- 3DxSoftware updated to version 3.18.0.
- Add support for version 2015 of Autodesk 3ds Max, Maya and Softimage.
- Add official support for Autodesk Inventor 2015.
- Stabilization improvements to plug-in software.

3. Windows Software

3.1 Description

The 3Dconnexion 3DxSoftware package includes 3D mice driver and plug-in legacy software for Microsoft Windows. As of May 2014, 3Dconnexion has replaced 3DxSoftware new 3DxWare 10 software suite for all current 3Dconnexion products.

Four "editions" of the software and respective installation packages are available for redistribution:

- **3DxSoftware32**: includes all x86 (32-bit) Windows driver and plug-in software for all currently supported 3D except SpacePilot Pro. This package installs the "3DxSoftware 32-bit Edition";
- **3DxSoftware64**: includes all x64 (64-bit) Windows driver and plug-in software for all currently supported 3D mice except SpacePilot Pro. This package installs the "3DxSoftware x64 Edition";
- **3DxSoftware32SPP**: includes all x86 (32-bit) Windows driver (3D mouse and LCD module) and plug-in software for the SpacePilot Pro. This package installs the "3DxSoftware SpacePilot Pro 32-bit Edition";
- **3DxSoftware64SPP**: includes all x64 (64-bit) Windows driver (3D mouse and LCD module) and plug-in software for SpacePilot Pro. This package installs the "3DxSoftware SpacePilot Pro x64 Edition".

3.2 Supported Operating Systems

Supported Windows operating systems:

- Windows XP Professional (SP2, SP3)
- Windows XP Professional x64 Edition (RTM, SP2, SP3)
- Windows Vista (RTM, SP1 and SP2, all editions)
- Windows 7 (RTM and SP1, all editions)
- Windows 8 and 8.1 Pro (RTM; all editions for x86 and x86-64 architectures)

Note: Windows 8 and 8.1 RT (ARM architecture) not supported.

3.3 Supported 3Dconnexion Devices

Supported 3D mice products:

- SpaceExplorer USB
- SpaceMouse Pro
- SpaceMouse Wireless
- SpaceNavigator
- SpaceNavigator for Notebooks
- SpacePilot Pro

Note 1: Serial devices are not supported since 3DxSoftware v. 3.0 and newer.
Note 2: USB legacy devices SpaceMouse Plus/Plus XT USB, SpaceBall 5000 USB and SpaceTraveler are not supported in 3DxSoftware v. 3.8 and newer.
Note 3: Original SpacePilot device type not officially supported in software published after March 2013.

3.4 Changes to 3DxSoftware

Below is a breakdown of the changes implemented in this 3DxSoftware version. These changes are listed under the individual components that make up the 3DxSoftware suite. If an application is not listed here, it does not mean that the application does not include support for 3D mice, as many applications are supported natively by the software vendor. However, if an application supports 3D mice, you will still need to download and install 3DxSoftware in order to install the hardware driver (3DxWare).

3.4.1 Current Version

The current version of 3DxSofware: **3.18.0**.

3.4.2 Table of Included Products

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

Product Name	Version	Build date
3DxSoftware	**3.18.0**	**2014 Jun 3**
3DxAdobe3D	1.3.0	2013 Mar 21
3DxAutoCAD	4.5.1	2010 Oct 18
3DxAutoCAD (x64)	4.5.1	2010 Oct 18
3DxCollage	1.3.0	2011 Feb 4
3DxInventor	*1.13.0*	*2014 May 31*
3DxInventor (x64)	*1.13.0*	*2014 May 31*
3DxLcdApplets (SPP only)	1.3.2	2013 Apr 9
3DxLcdApplets (x64; SPP only)	1.3.2	2013 Apr 9
3DxMaya	*4.4.0*	*2014 Jun 2*
3DxMaya (x64)	*4.4.0*	*2014 Jun 2*
3DxNX	2.14.2	2013 Dec 9
3DxNX (x64)	2.14.2	2013 Dec 9
3DxPhotoshop	2.4.0	2013 May 16
3DxPhotoshop (x64)	2.4.0	2013 May 16
3DxProENGINEER	1.13.7	2013 Sep 26
3DxProENGINEER (x64)	1.13.7	2013 Sep 26
3DxSI	*2.12.0*	*2014 Mar 31*
3DxSI (x64)	*2.12.0*	*2014 Mar 31*
3DxSketchUp	3.3.0	2013 Oct 7
3DxSolidEdge	2.23.2	2013 Sep 26
3DxSolidEdge (x64)	2.23.2	2013 Sep 26
3DxSolidWorks	2.24.3	2013 Sep 26
3DxSolidWorks (x64)	2.24.3	2013 Sep 26
3DxStudio	*5.7.0*	*2014 May 7*
3DxStudio (x64)	*5.7.0*	*2014 May 7*
3DxTrainer	3.2.2	2013 Mar 8
3DxWinCore	*6.18.0*	*2014 May 18*
3DxWinCore (x64)	*6.18.0*	*2014 May 18*
LADP (SPP only)	3.06.109	2010 Aug 3
LADP (x64; SPP only)	3.06.109	2010 Aug 3

In italic: changed or new product packages since previous major release.

3.4.3 Changes to 3DxSoftware since v. 3.16.3:

The following component products were added (new): none.
The following component products were removed: none.
The following component products were changed (updated): 3DxInventor, 3DxMaya, 3DxSI, 3DxStudio, and 3DxWinCore (formerly named as "3DxWare").

Version 3.18.0 (r1786; Jun 3, 2014). First public release of version 3.18.
- Updated: 3DxInventor v. 1.13.0 (r10087; May 31, 2014).
- Updated (x64): 3DxInventor v. 1.13.0 (r10087; May 31, 2014).
- Updated: 3DxMaya v. 4.4.0 (r10361; Jun 2, 2014).
- Updated (x64): 3DxMaya v. 4.4.0 (r10361; Jun 2, 2014).
- Updated: 3DxSI v. 2.12.0 (r10076; Mar 31, 2014).
- Updated (x64): 3DxSI v. 2.12.0 (r10076; Mar 31, 2014).
- Updated: 3DxStudio v. 5.7.0 (r10219; May 7, 2014).
- Updated (x64): 3DxStudio v. 5.7.0 (r10219; May 7, 2014).
- Updated: 3DxWinCore v. 6.18.0 (r10237; May 18, 2014).
- Updated (x64): 3DxWinCore v. 6.18.0 (r10237; May 18, 2014).
- New: Add official support for Autodesk Inventor version 2015.

- New: Added support for Autodesk 3ds Max version 2015 (64-bit only).
- New: Added support for Autodesk Maya version 2015 (64-bit only).
- New: Added support for Autodesk Softimage version 2015 (64-bit only).
- Change: Do not deactivate Inventor add-in if no supported device is connected.
- Fix: [5491] "Layer Manager" refreshes on start/stop of a 3D mouse movement in 3ds Max.
- Fix: [6239] Changing units in Maya changes translation speed.
- Fix: [6660] Crash in 3ds Max with Active Shade using mental ray and navigating a perspective view.