



3Dconnexion SpaceMouse Enterprise 3D Input Device User Guide

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\Manual

3Dconnexion® SpaceMouse Enterprise
Driver Version: 3DxWare 10.8.0 and higher



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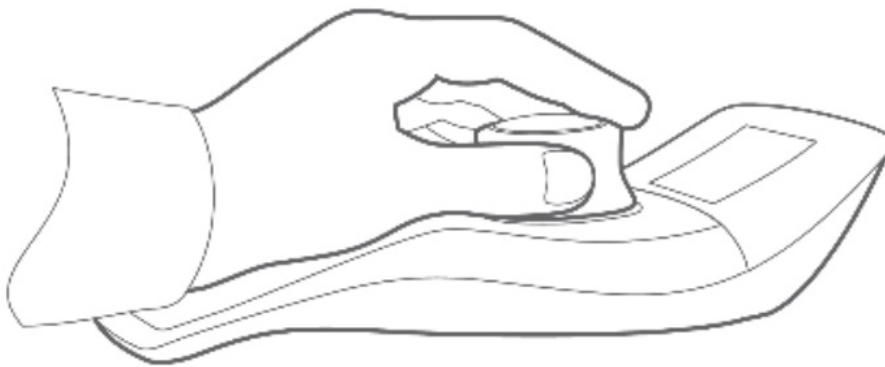
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QuickStart Guide

Desktop Setup

Place the SpaceMouse Enterprise on the opposite side of the keyboard to your standard mouse. One hand engages the 3D mouse to position your model: rotating, panning and zooming. On the other hand uses the standard mouse to select, create and edit.

Hand Position



Position your hand as shown. The contoured controller cap will guide your fingers into the perfect position for precise and effortless control.

Installation



1. Connect

Plug the USB cable of your SpaceMouse Enterprise into a USB port of your PC.

2. Download the latest 3Dconnexion software

Get the latest 3Dconnexion software (3DxWare) at 3dconnexion.com/drivers.

3. Install the 3Dconnexion software

Install the 3Dconnexion software by following the instructions.

4. Familiarize with your SpaceMouse

Enterprise Open 3Dconnexion Home and launch the Trainer to get help taking the first steps with your

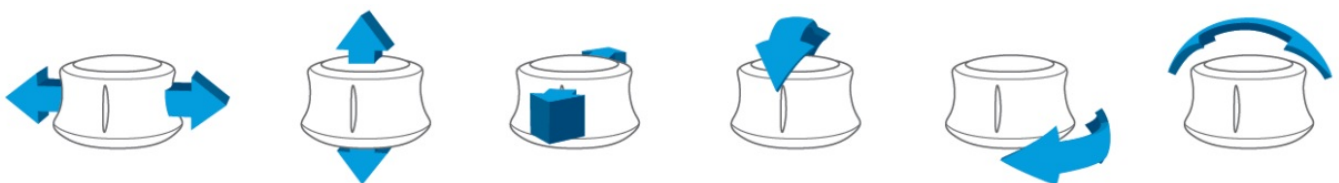
Feature Guide

3Dconnexion SpaceMouse Enterprise



Controller Cap

The Controller Cap is the heart of your SpaceMouse Enterprise. Its Six-Degrees-of-Freedom (6DoF) sensor allows you to push, pull, rotate, or tilt to pan, zoom and rotate your drawings and 3D models. The SpaceMouse has different motion profiles depending on the application you are using. In Object Mode applications the 3D navigation behaves as if you were reaching into the screen and holding the object in your own hand. In-Camera Mode applications, the navigation behaves like a camera you are viewing through. For many applications, you can adjust this behavior in the Advanced Settings of your SpaceMouse Enterprise.



Menu Button

The Menu Button allows for fast and easy customization of your 3Dconnexion devices. Pressing it will take you directly to the 3Dconnexion Settings. Select the device you want to configure in the flyout window and customize it.

Fit Button

With the Fit Button, you will never lose sight of your drawing or 3D model. Press it to bring your drawing back to the center of your screen. 3Dconnexion SpaceMouse Enterprise | 4

3Dconnexion Buttons

The SpaceMouse Enterprise features twelve additional programmable function buttons located between the controller cap and the display. It instantly recognizes the applications you are using, as well as their environments, and automatically assigns the most used commands to the buttons. You can personalize commands assigned to the function buttons using the **3Dconnexion Settings**..

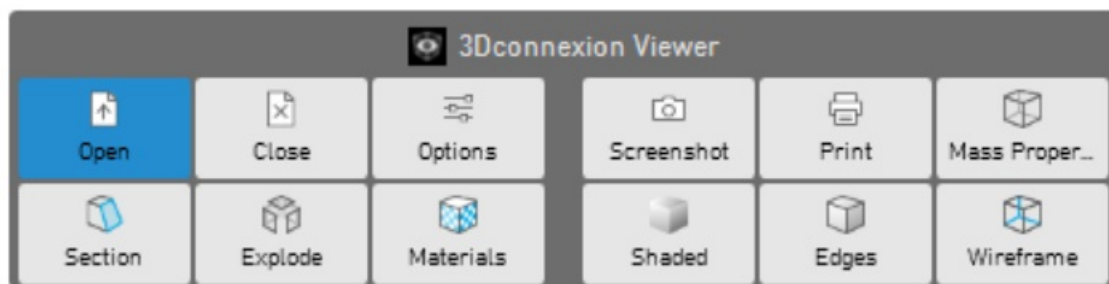


Display

The SpaceMouse Enterprise comes with a color LCD that is divided into twelve tiles representing the twelve 3Dconnexion Buttons. This way it provides visual feedback on the assigned commands. You have the option to adapt the display brightness, switch between text or icons, and change the text size on the LCD in the **3Dconnexion Settings**.

On-Screen Display

In addition to the LCD, the SpaceMouse Enterprise also offers an On-Screen Display (OSD). To display the OSD of your SpaceMouse Enterprise, press and hold any of the 3Dconnexion Buttons. It will be displayed as long as you keep the button pressed. This function can be disabled in the **3Dconnexion Settings**.



Keyboard Modifiers

The SpaceMouse Enterprise comes with eight Keyboard Modifiers that work like the corresponding keys on your keyboard. You can personalize the commands assigned to the Keyboard Modifiers using the **3Dconnexion Settings**.

QuickView Buttons

The SpaceMouse Enterprise features five QuickView Buttons helping you to quickly bring your drawing or 3D model into the desired view. The buttons have a secondary assignment (blue font) that you can call up by a long press. You can program both the first assignment and the second assignment of the buttons in the **3Dconnexion Settings**.

Label	"Short Press"	"Long Press"
T / B	Top view	Bottom view
F / BK	Front view	Back view
R / L	Right view	Left view
	Rotate 90° clockwise	Rotate 90° anti-clockwise

Rotation Toggle Button

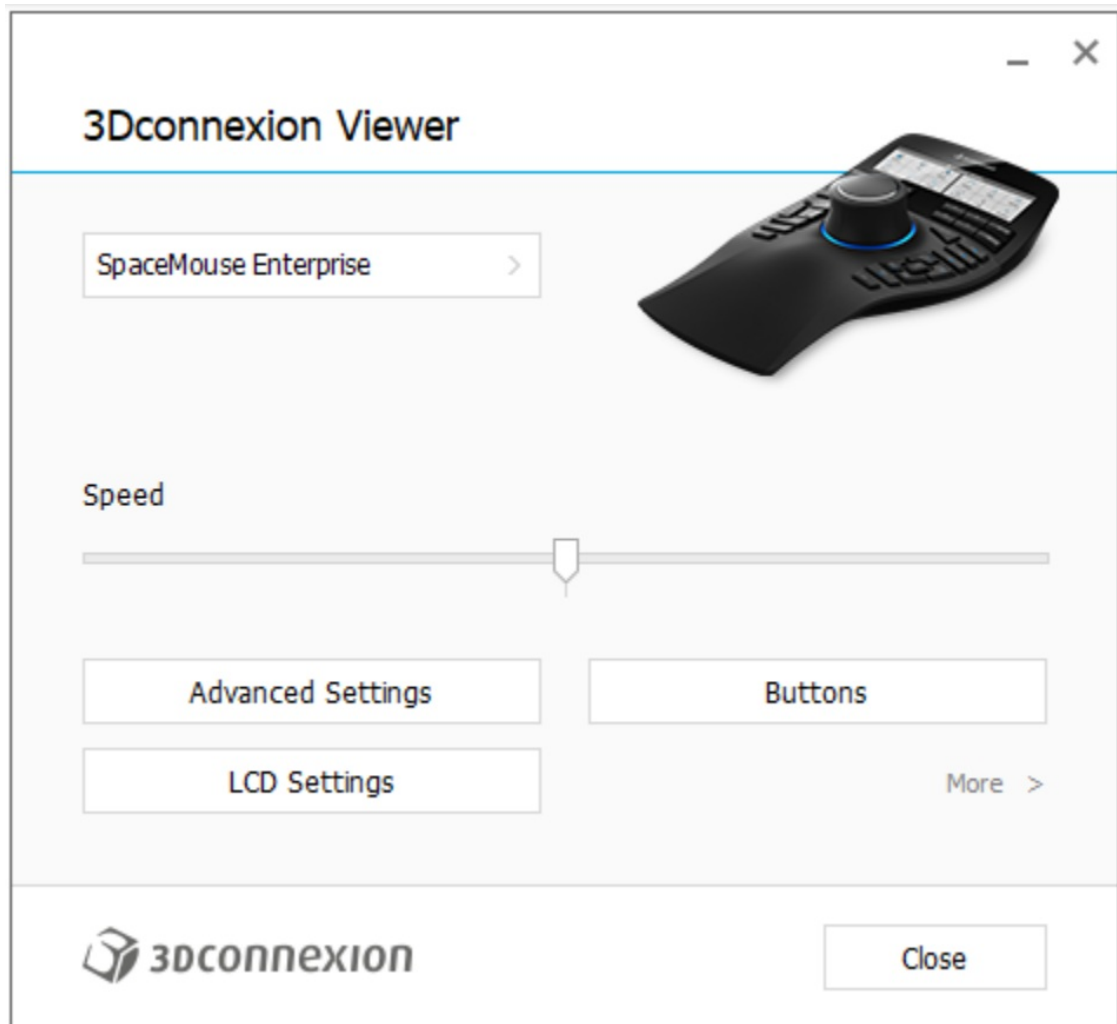
In the center between the QuickView Buttons is the Rotation Toggle Button. Pressing it once locks the rotation around all axes. The status LED will light up to indicate that the rotation toggle is now active.

Customer Buttons

Above the QuickView Buttons, the SpaceMouse Enterprise also has 3 CustomView Buttons that allow you to store and retrieve your own views. To save a specific view, press and hold one of the CustomView Buttons until the message 3Dconnexion View saved appears on your screen. If you want to return to your saved view, just press the button once.

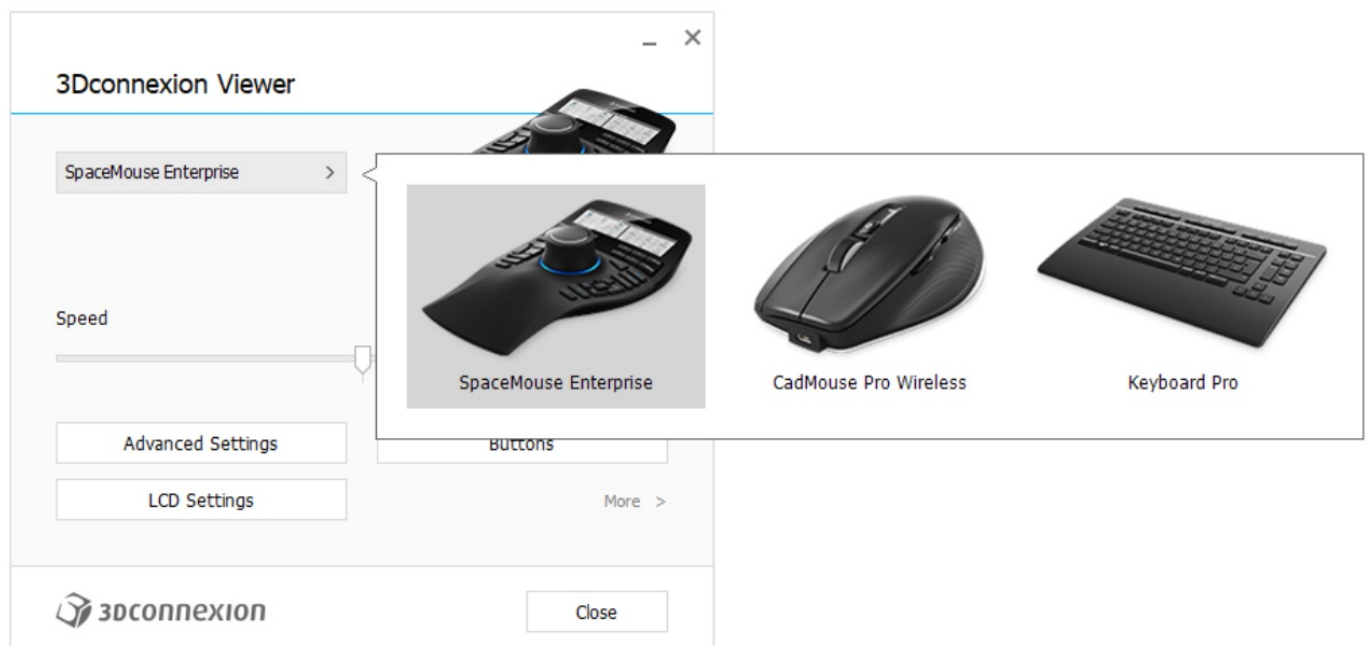
3Dconnexion Settings

You can access the 3Dconnexion Settings panel via the Menu Button on your SpaceMouse Enterprise, 3Dconnexion Home (on your desktop), the icon in your notification area (systray), or the Windows start menu. The name of the active application is displayed at the top of the panel. Any setting change is relevant to this application only.



Speed

This slider sets the overall speed for your device. In other words, it changes the amount of force or torque that needs to be applied to the SpaceMouse cap to move an object, scene, or image.

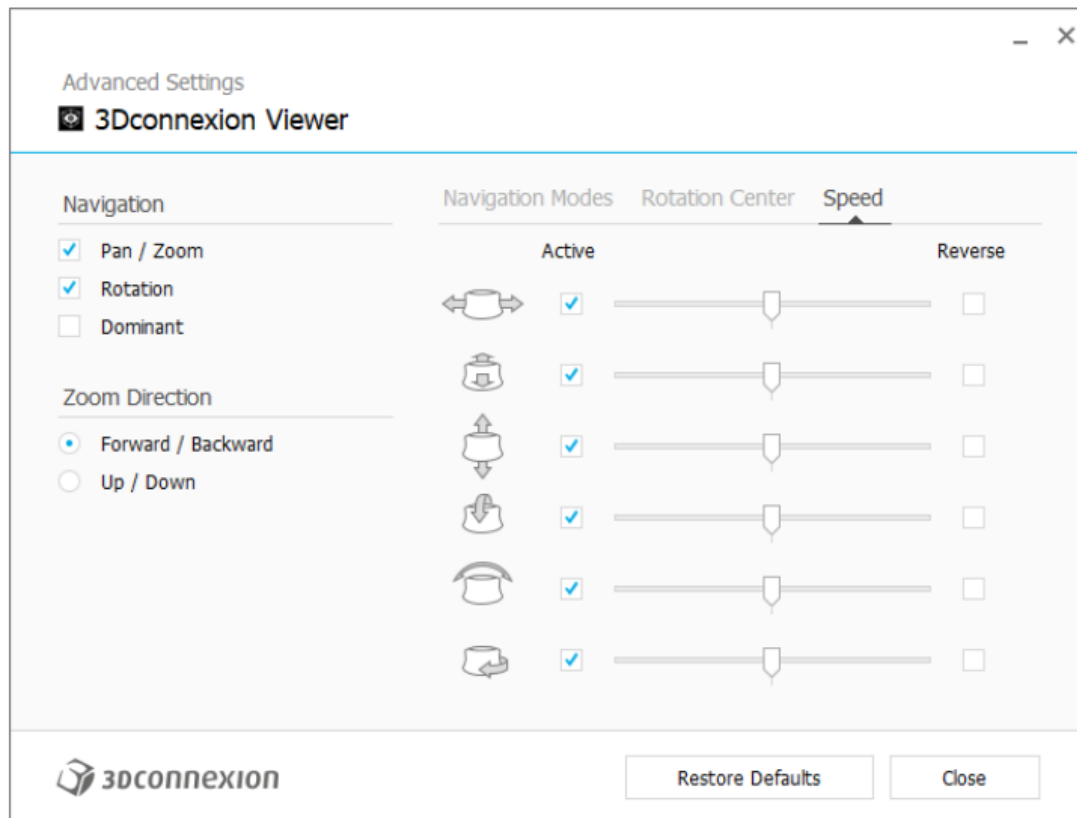


If multiple 3Dconnexion devices are connected, you can select the desired product to configure by clicking on the

flyout button at the top left of the panel.

Advanced Settings

Settings you can configure in the Advanced Settings panel are application-specific. So, it's easy to configure your SpaceMouse to work just how you prefer in each application.



Navigation

Pan / Zoom: Enables/disables panning of your part, assembly, or drawing. Enabled by default. **Rotation:** Enables/disables rotation of your part, assembly or drawing. Enabled by default. **Dominant:** Turns on and off dominant filter axis, which when enabled restricts the pan, zoom or, rotations to a single axis.

Zoom Direction

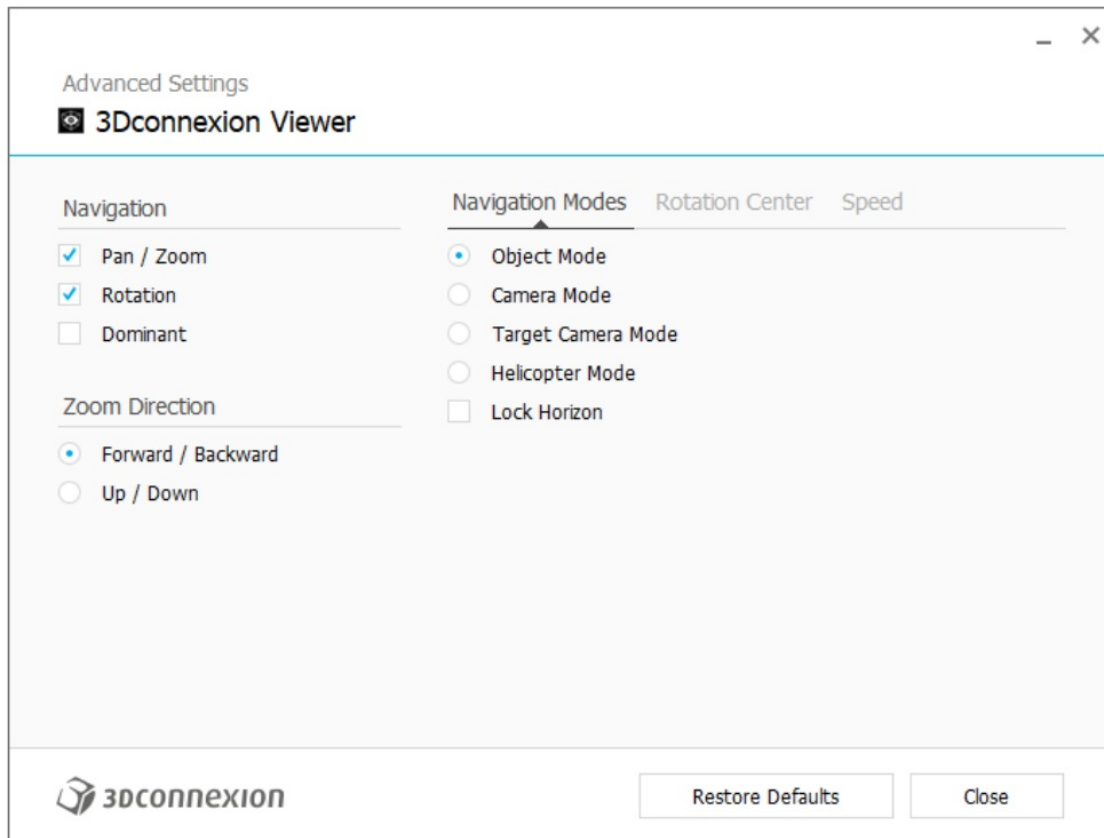
Forward / Backward: Zoom by pushing the cap toward or away from you parallel to the desk. **Up / Down:** Zoom by pulling the cap upwards or pushing the cap downwards parallel to the screen.

Speed

Use the slider to set the speed for each of the 6-Dimensions-of-Freedom individually. To reverse the direction of a movement, check the Reverse box for that movement.

Application-Specific Advanced Settings

Some applications feature additional SpaceMouse settings. For those applications you have additional options available in the Advanced Settings Panel:



Navigation Modes

Object Mode enables **Object Mode** navigation – this mode is like reaching into the screen and holding the model in your hand. Push the SpaceMouse cap left, and the model moves left. Push right and the model moves right.

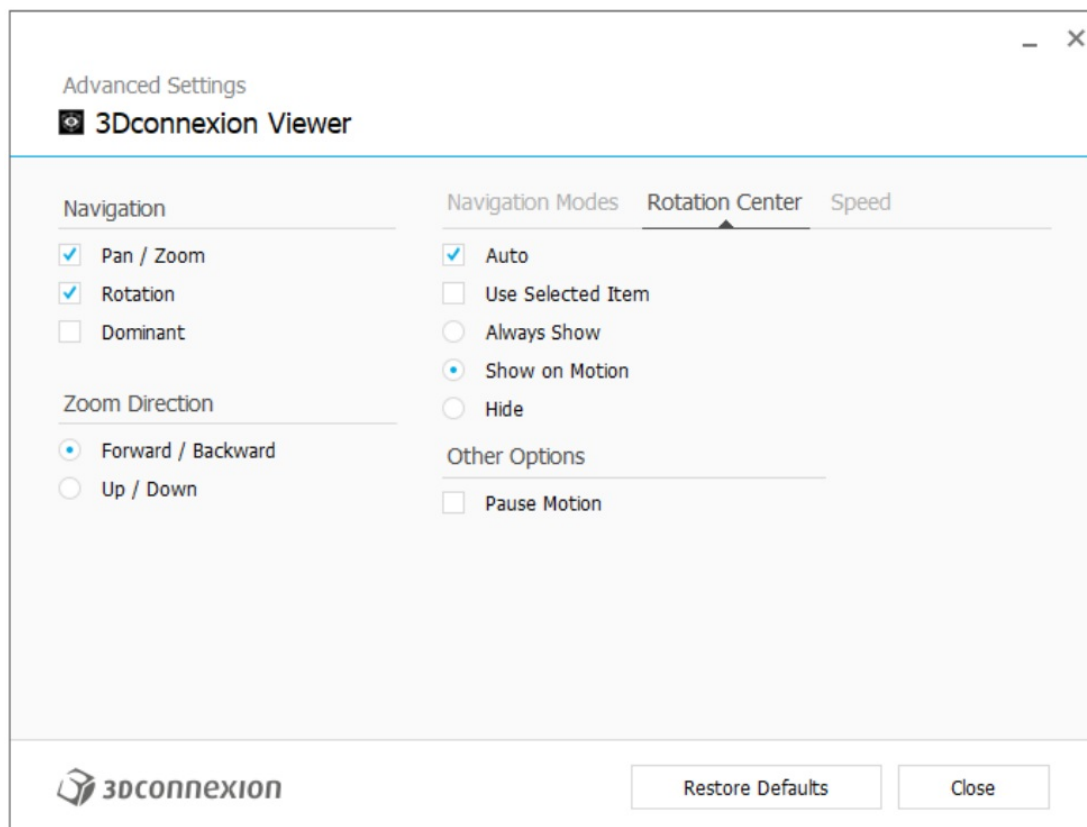
Camera Mode enables using the Controller Cap as if it is a camera. Push into the scene and the camera moves forward into the scene. Push left and the camera moves to the left (the scene moves to the right). Lift up and the camera moves up (the scene moves down). You are entering the scene as if walking around in it. Target Camera Mode enables Target Camera Mode navigation.

Manipulate the SpaceMouse cap as if it is a target camera. Push into the scene and the camera moves forward into the scene. Push left and the camera moves to the left (the scene moves to the right).

Lift up and the camera moves up (the scene moves down). When rotating the cap in any direction you will orbit around the target point (see Rotation Center below).

Helicopter Mode enables a Camera Mode navigation but pushing the cap forward while looking down will not change the altitude of the camera.

Lock Horizon forces the horizon to be kept level as it currently is.



Rotation Center

Auto sets the center of rotation dynamically. When the complete model is in view, the center of volume of the whole model is used as the rotation point. When you move closer, the center of rotation will be set on an object close to your center of view.

Use selected Item forces the rotation center to only take the currently selected objects into account.

Always Show always visualizes the Rotation Center. Show on Motion will visualize the Rotation Center only during movement.

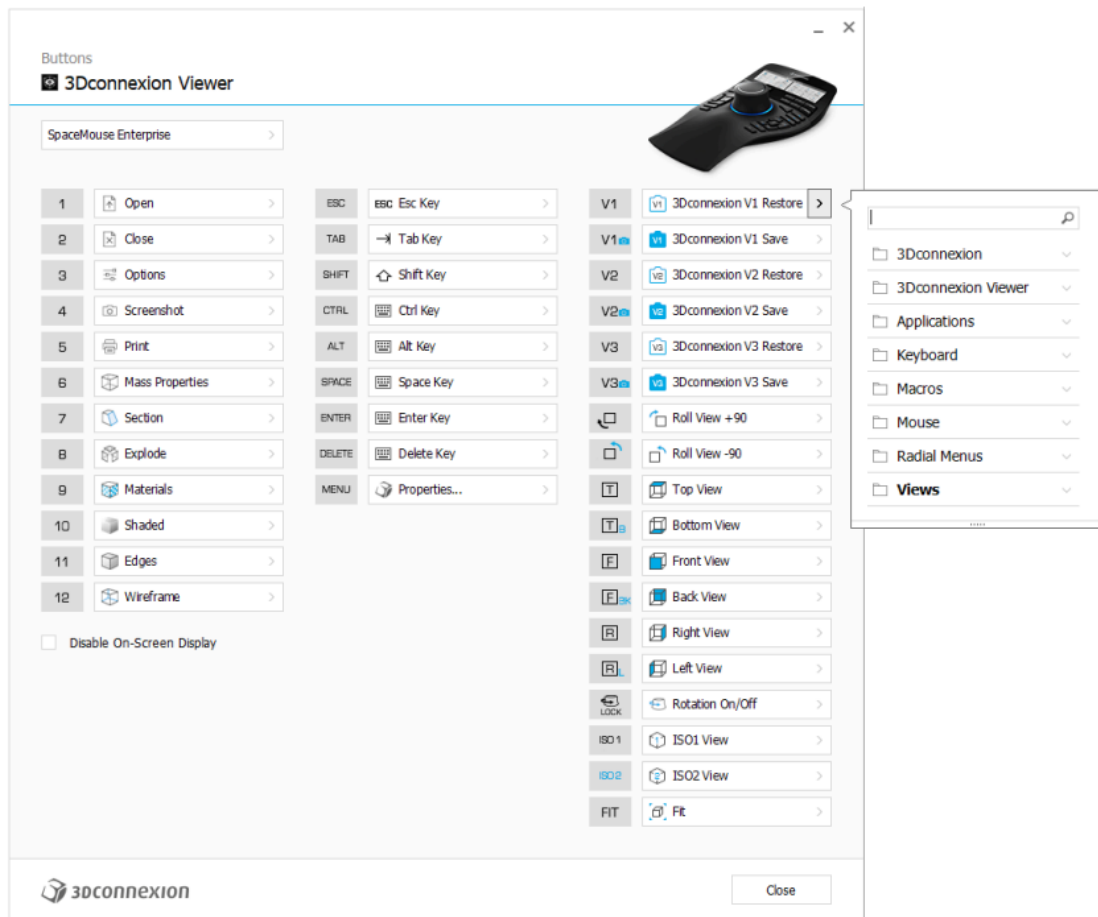
Hide will disable the Rotation Center visualization.

Other Options

The applications below feature special options. More information can be found in the 3Dconnexion FAQ: Autodesk 3ds Max, Autodesk Maya, Solid Edge, SOLIDWORKS

Buttons

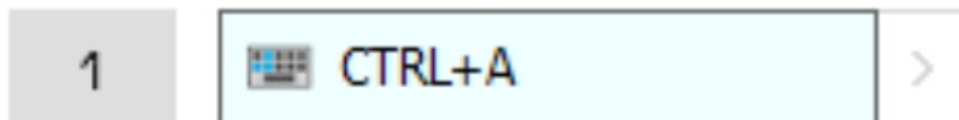
The Buttons panel within 3Dconnexion Settings allows you to assign commands, macros or, radial menus. The name of the active application is displayed at the top of the panel. Any setting change is relevant to this application only. Press and hold a 3Dconnexion Button to get the button assignment for the current app displayed on the OSD. To disable this function, check **Disable On-Screen Display**.



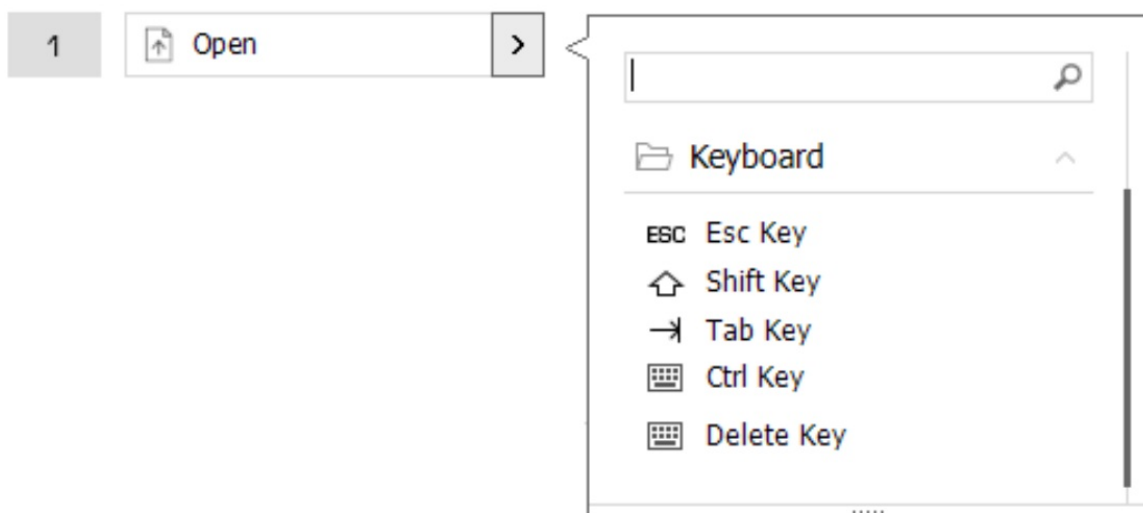
A note about Environment sensitivity: Some applications feature environment-sensitive key mapping. In those applications, you can have different key assignments depending on the currently active environment.

Assigning Quick Macros to buttons

Click on the text in the input field and press the required key or key combination to quickly assign a keystroke or macro.



When a macro is created, it always sends a press and releases command. If you want to assign a press and hold command instead (for example Ctrl or Shift), you should use the Keyboard command category in the flyout window.



Assigning Commands using the flyout window

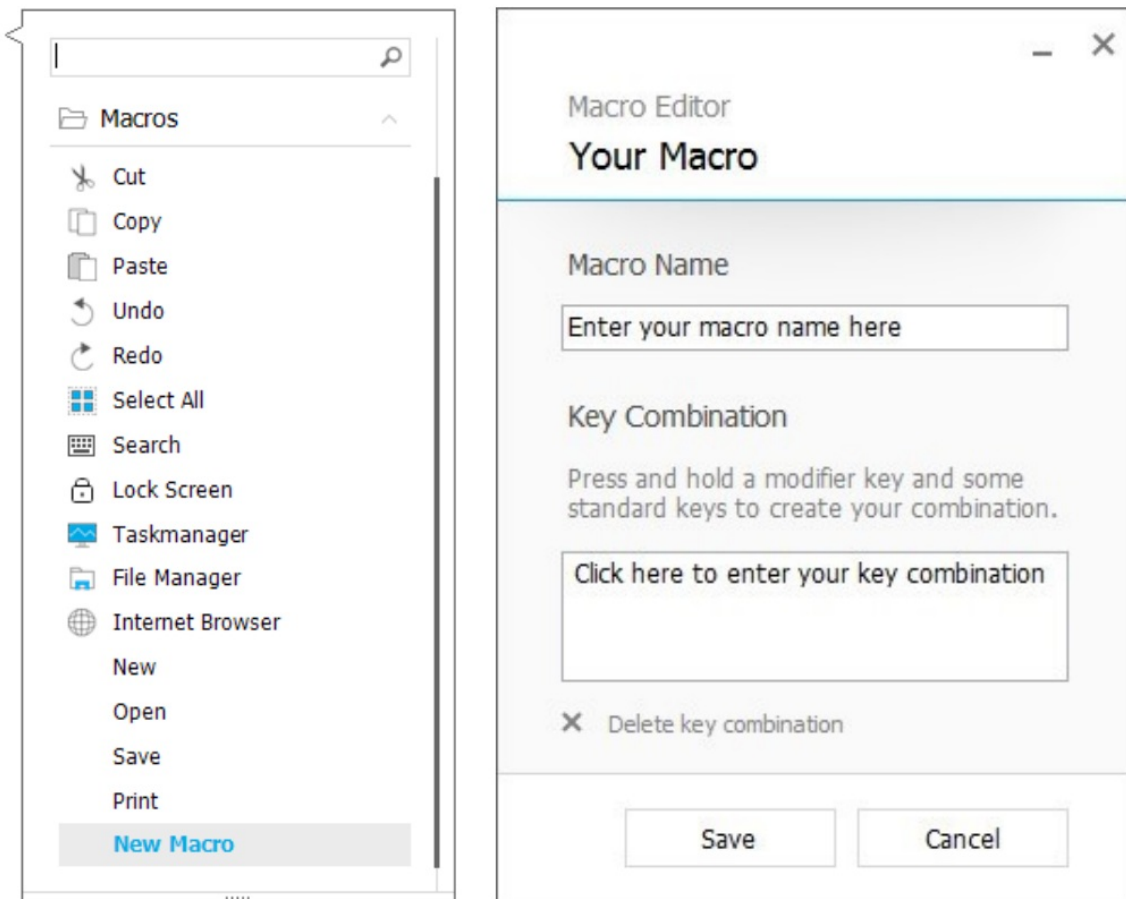
Clicking on the > arrow on the right-hand side of the button field opens a flyout window for that SpaceMouse

button: The flyout window allows you to browse or search for commands in different categories. When you select a command by clicking on it, it is automatically assigned to the corresponding SpaceMouse button. The category of the command that it is currently assigned to is highlighted in bold.



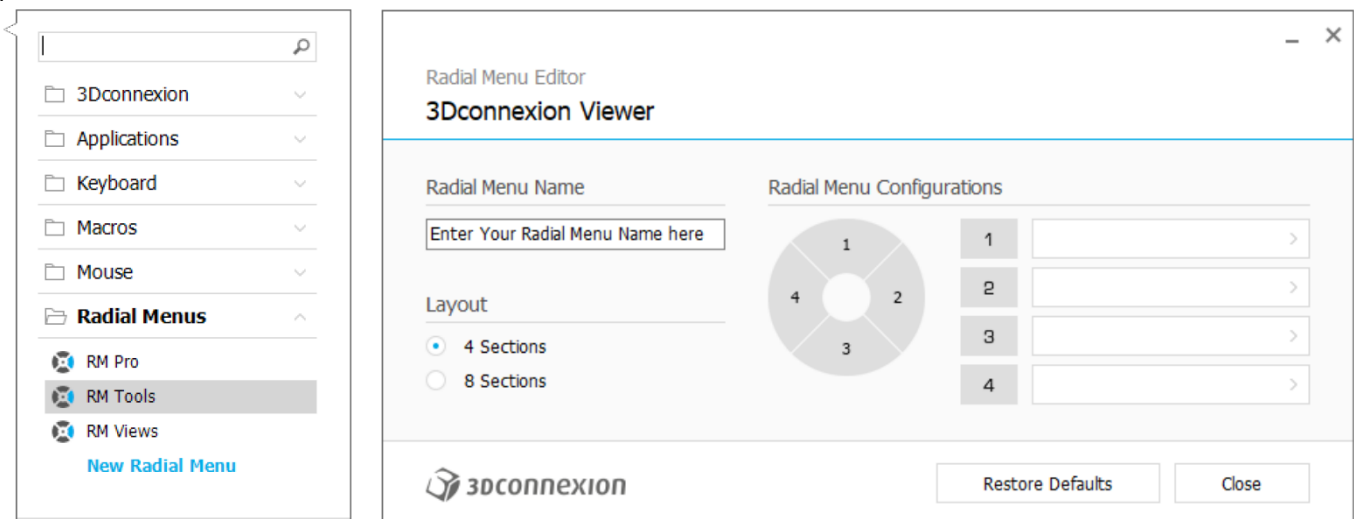
Creating Macros

First, click on the > arrow on the right-hand side of the key field. Then, expand the Macros category and click on New Macro. This opens the macro editor where you can assign a name for your macro and a sequence of keystrokes in the corresponding fields. Clicking on Save will automatically assign the new macro to the button from where you opened the panel.



Creating Radial Menus

First, click on the > arrow on the right-hand side of the key field. Then, expand the Radial Menu category and click on **New Radial Menu**. This brings up the radial menu editor where you can assign a name and commands to the different sections. Your new radial menu will be automatically assigned to the key from where you opened the panel.



3Dconnexion Home

Once you have successfully installed the latest 3Dconnexion driver, 3Dconnexion Home gives you access to various 3Dconnexion apps:



Trainer:

Learn how to quickly use the 3Dconnexion SpaceMouse.



Manuals:

Here you can find the manuals for all 3Dconnexion products.



Settings:

Open the settings panel to customize your 3Dconnexion devices.



Viewer:

Use the 3Dconnexion Viewer to review 3D models.



Collage:

3Dconnexion Collage lets you create high-resolution picture collages with your SpaceMouse.



Demo:

Test and practice your skills by assembling the landing gear of an aircraft.



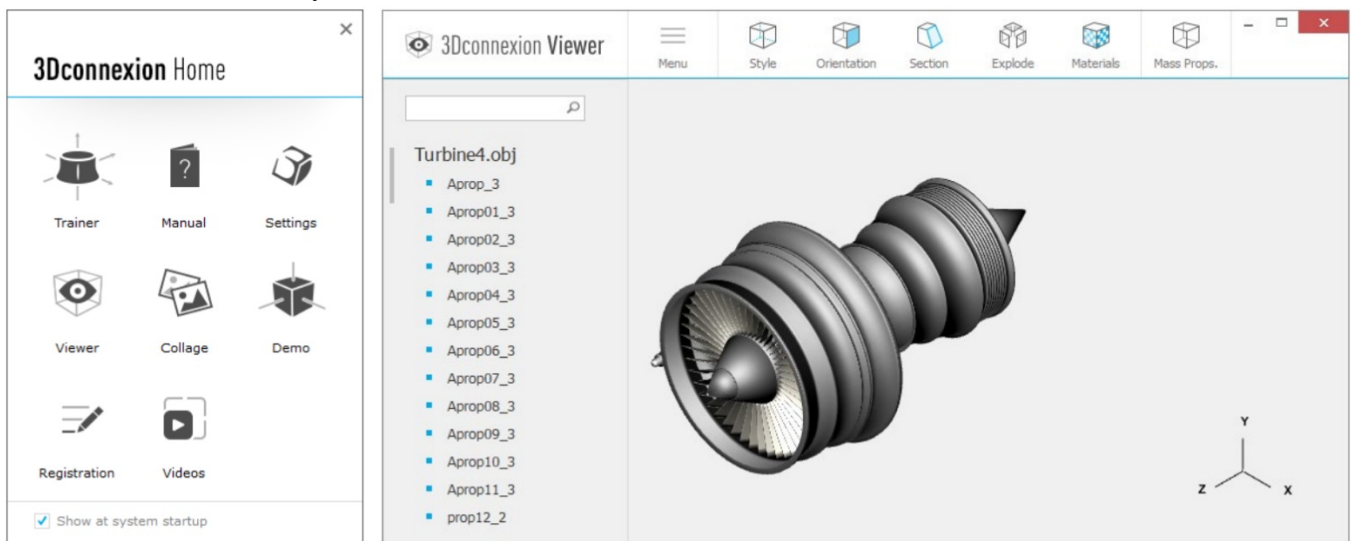
Registration:

Register your product after the installation to benefit from 3Dconnexion services.



Videos:

Find instructive videos for your 3Dconnexion devices.



Technical Specifications

Dimensions & Weight

Length: 249 mm / 9.8" Width: 154 mm / 6.1" Height: 58 mm / 2.3" Weight: 800 g / 1.76 lb / 28.22 oz

Supported Operating Systems

Microsoft Windows, macOS More information

Package Contents

3Dconnexion SpaceMouse Enterprise

Certifications and Registrations

CE, FCC, KC, RCM, BSMI, RoHS, WEEE, Japanese Recycling Law More information

Warranty


3+1-years limited hardware warranty (Additional year with product registration)

Support

3dconnexion.com/support

3Dconnexion SpaceMouse Enterprise

Documents / Resources

	3Dconnexion SpaceMouse Enterprise 3D Input Device [pdf] User Guide SpaceMouse Enterprise 3D Input Device
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References

-  [Support. Knowledge. Articles.](#)