

Manual

# 3Dconnexion<sup>®</sup> SpaceMouse Compact



Driver Version: 3DxWare 10.8.0 and higher

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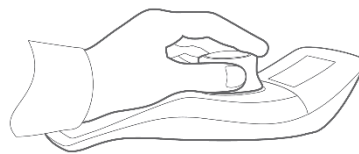
# QuickStart Guide

## Desktop Setup



Place the SpaceMouse Compact 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. 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 Compact into a USB port of your PC.

### **2. Download the latest 3Dconnexion software**

Get the latest 3Dconnexion software (3DxWare) at [3dconnexion.com/drivers](http://3dconnexion.com/drivers).

### **3. Install the 3Dconnexion software**

Install the 3Dconnexion software by following the instructions.

### **4. Familiarize with your SpaceMouse Compact**

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

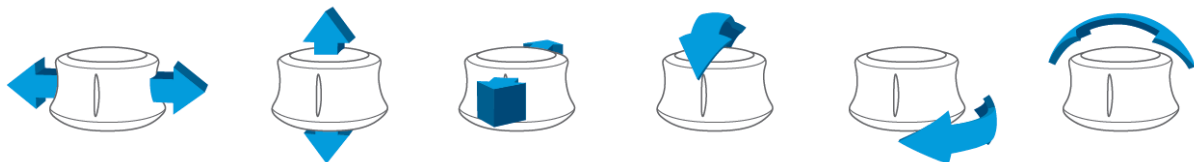
# Feature Guide

## 3Dconnexion SpaceMouse Compact



### Controller Cap

The Controller Cap is the heart of your SpaceMouse Compact. 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 behaviour in the **Advanced Settings** of your SpaceMouse Compact.



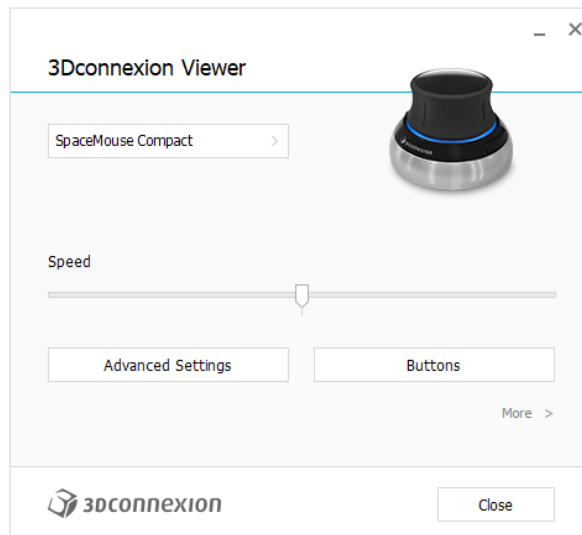
### 3Dconnexion Buttons

The SpaceMouse Compact features two additional programmable function buttons, located on its socket. 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**.

# 3Dconnexion Settings

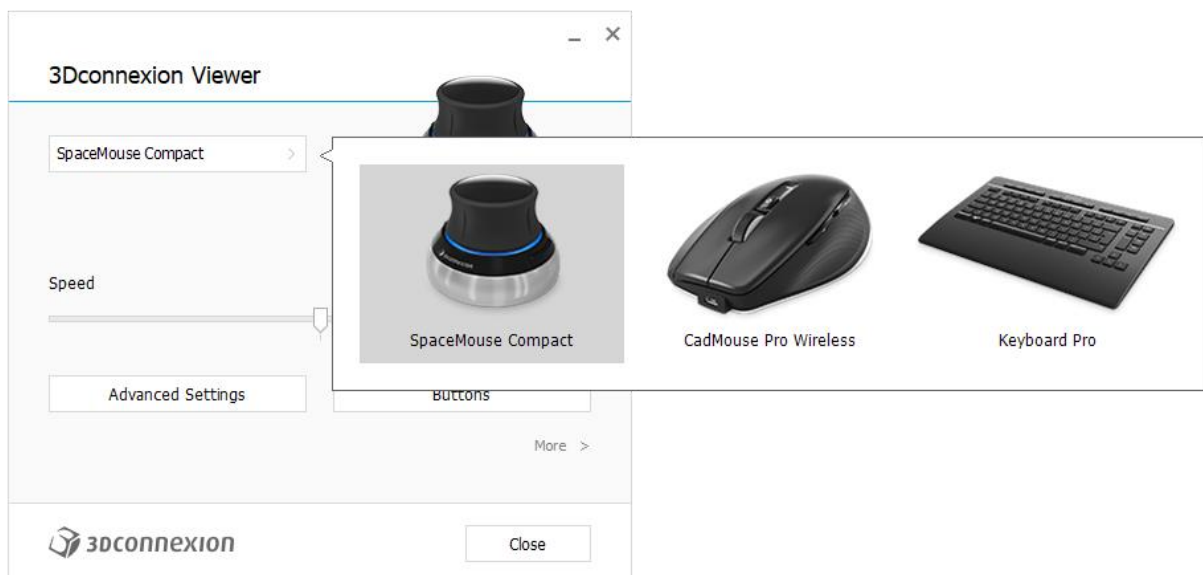


You can access the **3Dconnexion Settings** panel via 3Dconnexion Home (on your desktop), the icon in your notification area (systray), or the Windows start menu. The name of the active application is displayed at the top of the panel. Any setting change is relevant to this application only



## Speed

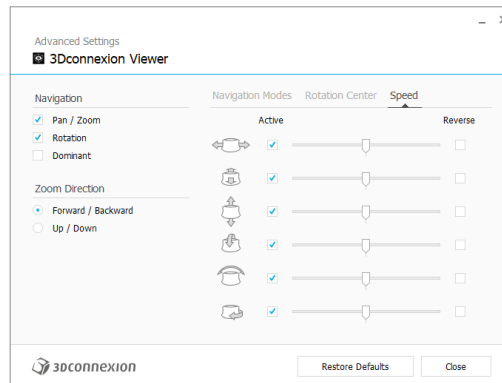
This slider sets the overall speed for your device. In other words, it changes the amount of force or torque that needs to be applied to the SpaceMouse cap to move an object, scene, or image.



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.

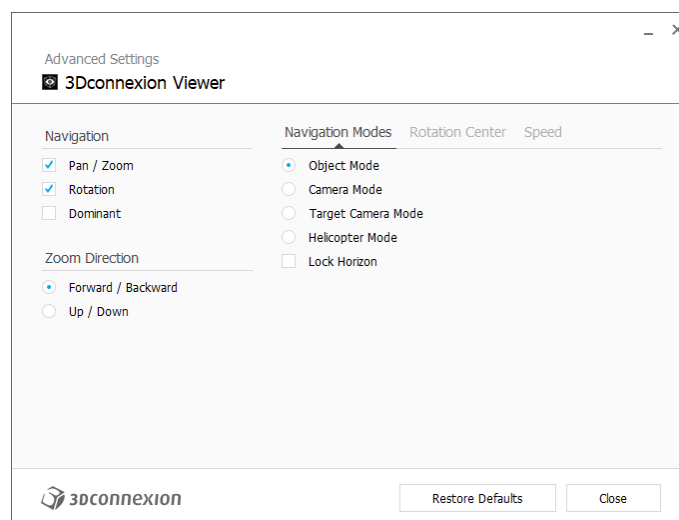
**Up / Down:** Zoom by pulling the cap upwards or pushing the cap downwards parallel to the screen.

### 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

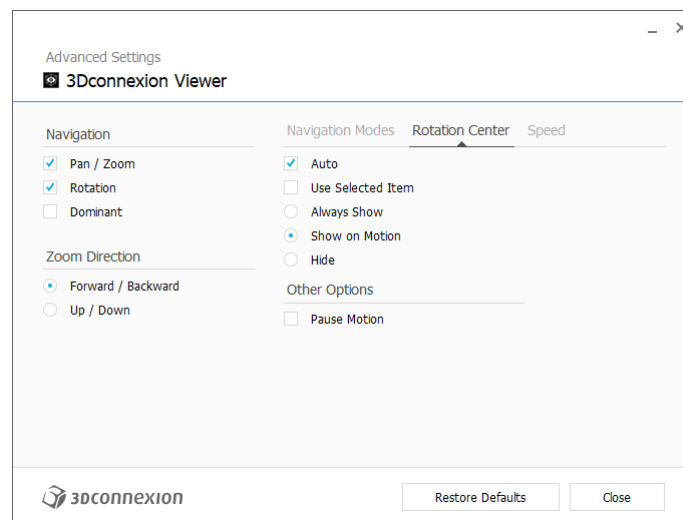
Object Mode enables **Object Mode** navigation - this mode is like reaching into the screen and holding the model in your hand. Push the SpaceMouse cap left, and the model moves left. Push right and the model moves right.

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 leveled 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 the 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.

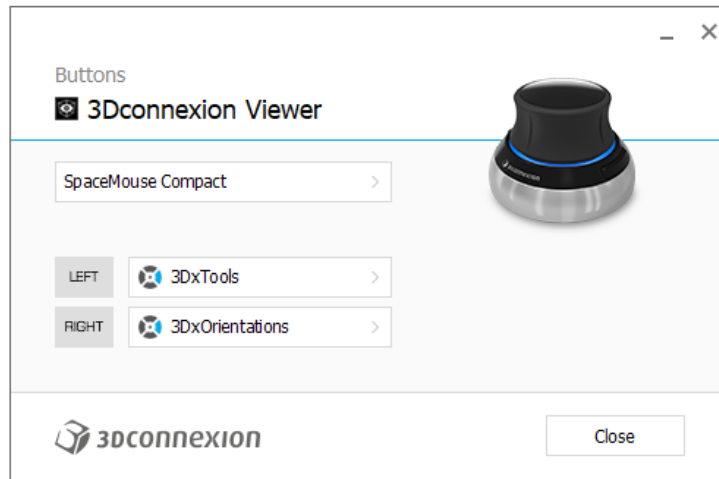
## Other Options

The applications below feature special options. More information can be found in the [3Dconnexion FAQ](#):

Autodesk 3ds Max, Autodesk Maya, Solid Edge, SOLIDWORKS

## Buttons

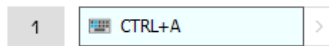
The **Buttons** panel within **3Dconnexion Settings** allows you to assign commands, macros or, radial menus. The name of the active application is displayed at the top of the panel. Any setting change is relevant to this application only.



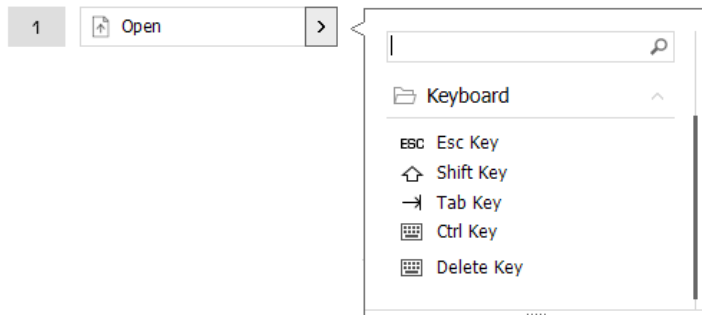
A note about Environment sensitivity: Some applications feature environment sensitive key mapping. In those applications, you can have different key assignments depending on the currently active environment.

## 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.



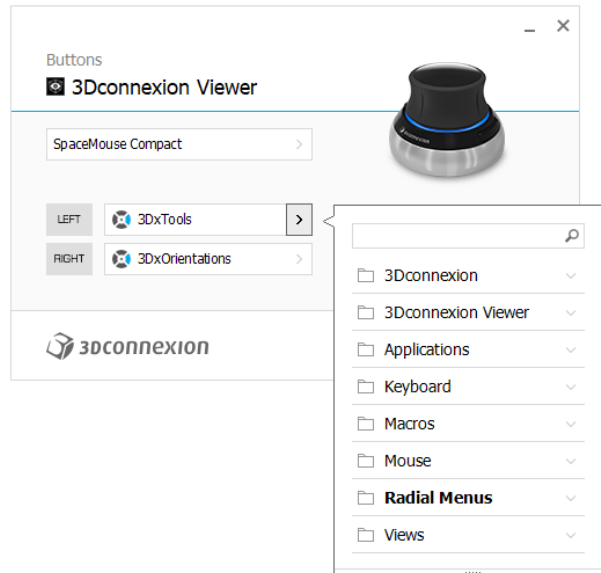
When a macro is created, it always sends a **press and release** command. If you want to assign a **press and hold** command instead (for example Ctrl or Shift), you should use the **Keyboard** command category in the flyout window.





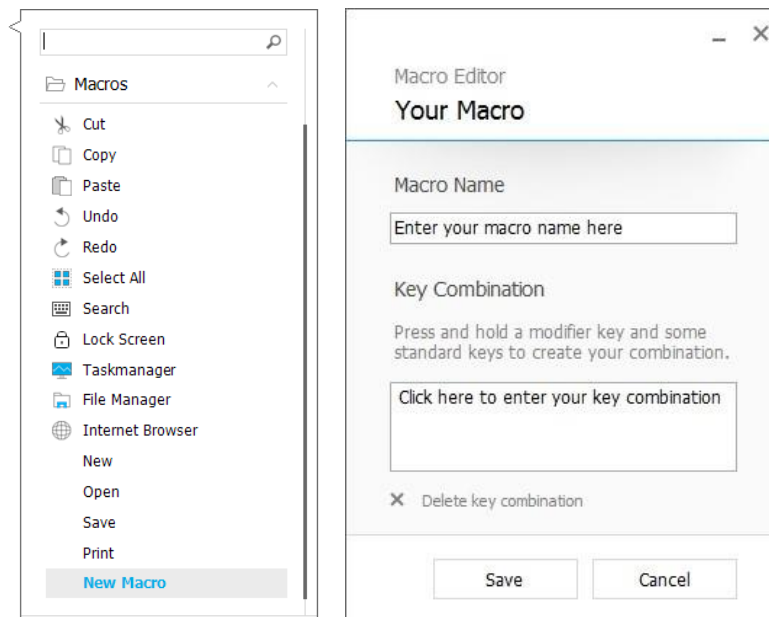
## Assigning Commands using the flyout window

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

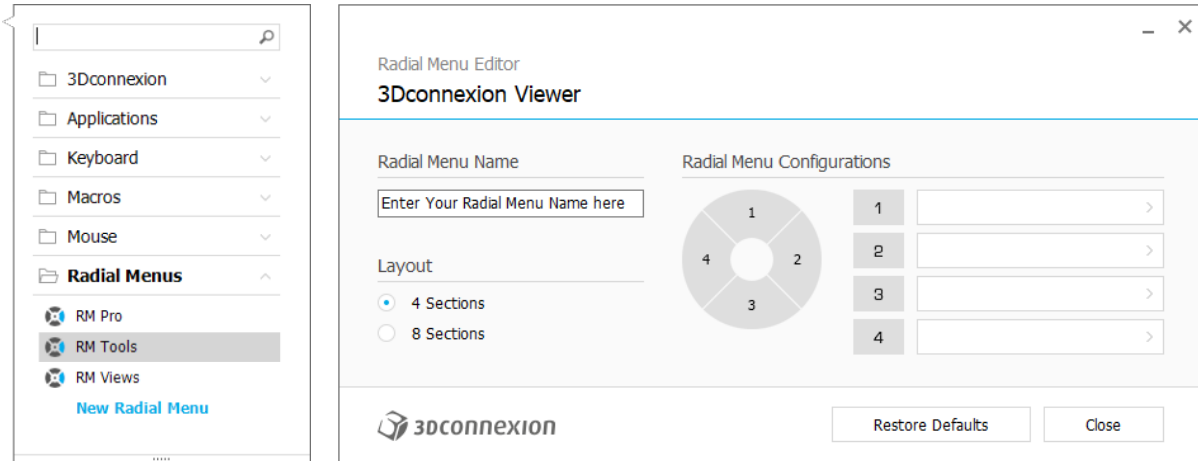
First, click on the > arrow on the right-hand side of the key field. Then, expand the **Macros** category and click on **New Macro**. This opens the macro editor where you can assign a name for your macro and a sequence of keystrokes in the corresponding fields. Clicking on **Save** will automatically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



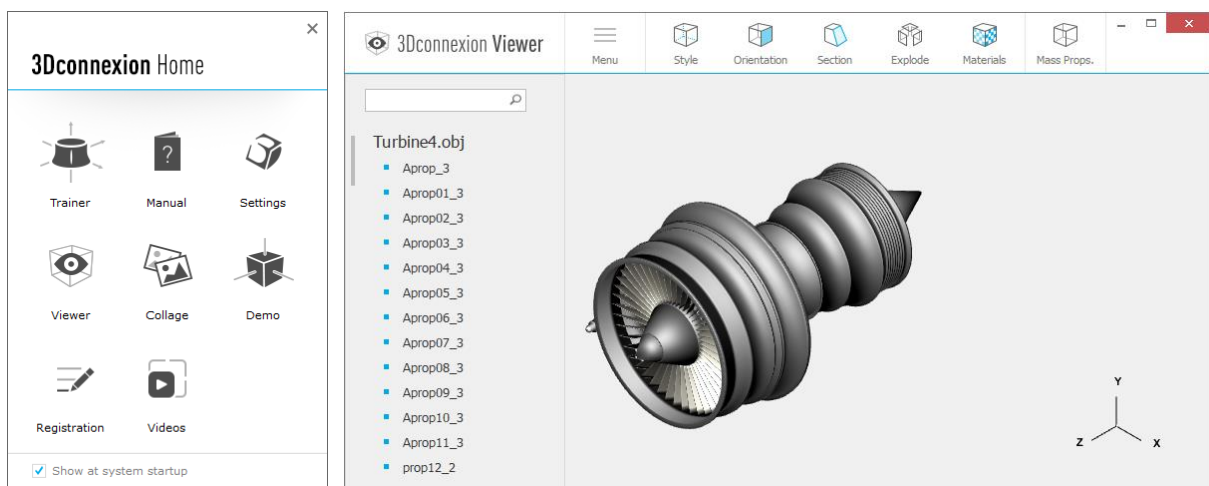
## Registration:

[Register](#) your product after the installation to benefit from 3Dconnexion services.



## Videos:

Find instructive [videos](#) for your 3Dconnexion devices.



# Technical Specifications

## Dimensions & Weight

Length: 77 mm / 3"

Width: 77 mm / 3"

Height: 54 mm / 2.1"

Weight: 480 g / 1.06 lb / 16.93 oz

## Supported Operating Systems

Microsoft Windows, macOS

[More information](#)

## Package Contents

3Dconnexion SpaceMouse Compact

## Certifications and Registrations

CE, FCC (Class B), BSMI, KCC, WEEE, WHQL

[More information](#)

## Warranty

2-years limited hardware warranty

## Support

[3dconnexion.com/support](https://3dconnexion.com/support)