Two Handed Power™

Getting started guide for Windows

3Dconnexion
A LOGITECH COMPANY

Congratulations!

You are joining over 250,000 designers and artists that have already discovered the benefits of Two Handed Power. Once you start using your motion controller, you will never want to work without it!

Plug the USB (or serial) connector into the appropriate port on your computer system.

- Insert the Driver Software CD into your computer's drive.
- The CD should open automatically.
- Follow the on-screen instructions.

After installation is complete, the 3Dconnexion driver will start automatically and your motion controller will be ready to respond when you launch any of your supported applications.

Operating systems supported:

- Windows 2000/XP
- UNIX (see separate installation guide)

Positioning your motion controller and mouse

Your motion controller operates together with a traditional mouse delivering a more efficient and balanced way of working. Placement is typically on the opposite side of the keyboard to where you have your mouse.

Navigate and position objects, scenes, images and documents with the motion controller in one hand, while you edit with your traditional mouse in the other hand.

Position

Edit

Correct hand positioning

Place your hand on the controller spreading three or four fingertips around the controller cap or ball. Small movements on the cap translate into objects, scenes, images and documents moving on screen. There is no need to make big movements or to grasp the entire cap. Light pressure is all that is required. No shoulder or wrist movement is involved when using your controller).

# Working with your motion controller in 3D applications

Move 3D models and scenes on screen based on the correspond-
ing direction you move the cap on the controller. These fundamental
movements are essentially the same, regardless of the specific con-
troller model.

Pan
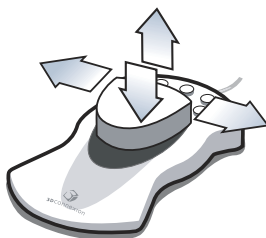
Pull up and push down
to move the model up
and down.
Move left and right,
keeping the controller
head level (parallel) with
your work surface (do not
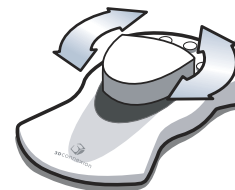tilt), to move the model/
scene left and right.

Zoom
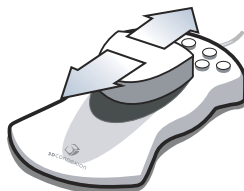
**Push forward or pull
backwards** keeping the
controller head level
(parallel) with your work
surface. Again, do not tilt
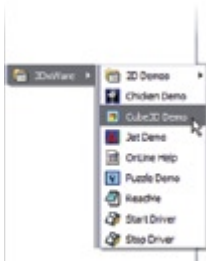the controller.

Rotate

Tilt the controller head
left and right or forward
and backward to rotate
accordingly (X-Z axis).

Twist clockwise and
counterclockwise to
rotate your model ac-
cordingly (Y axis).

TIP: It helps to master each movement one at a time. To aid in doing this, you can
set your controller to "Dominant Mode" in the 3Dconnexion control panel
(Windows system tray). Once you've practiced each individually, turn
dominant mode off and experience the true power of 6 degrees of freedom.

As part of the 3Dconnexion software installation on your computer, you will find some useful demo and training applications under the Windows "Start" menu. Try the simple "Cube 3D demo."

As you move the cap of the motion controller, you will discover that the cube can be moved in multiple directions. Panning, zooming and rotating of the cube is achieved based on the input movements you make.

Soon positioning models with your 3D Motion Controller will be easier than using your mouse.

From the Start menu on your Windows taskbar:

> **Open All Programs**

> **3Dconnexion**

> **3DxWare**

> **Cube3D demo.**
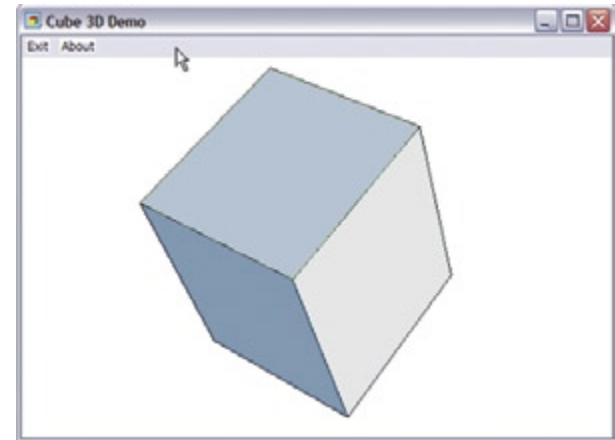
## Pan > Zoom > Rotate > Spin
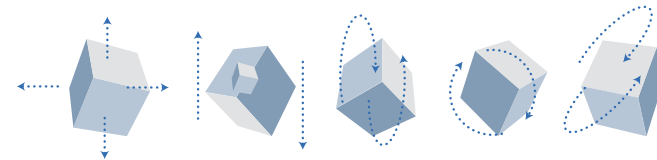
TIP: Try practicing each individual movement one at a time before doing all simultaneously. To aid in doing this you can set your controller to "Dominant Mode" in the 3Dconnexion control panel.

# Working with your motion controller in 2D applications

Your motion controller is an excellent tool for working within many of today's popular 2D graphic design and office productivity applications, such as Adobe Photoshop, Adobe Acrobat, QuarkXPress, Microsoft Word, Microsoft Excel and many more.
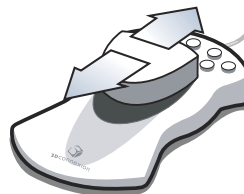
Pan
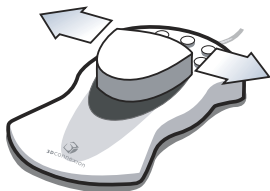
Move left and right to pan your documents or images left and right.

Zoom
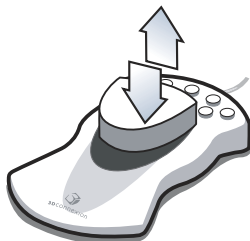
Pull up and push down to zoom in and out of images and documents.

Scroll

Push forward and pull backward to scroll up and down, keeping the controller head level (parallel) with your work surface.

For a complete list of 2D applications supported and more information on using your motion controller with 2D applications, visit the support section of 3Dconnexion's website at: www.3dconnexion.com

2D demo and training applications

Under the Windows "Start" menu, select "All Programs," 3Dconnexion and navigate to the following quick demo files.

From the Start menu on your Windows taskbar:
 > Open All Programs
 > 3Dconnexion
 > 3DxWare
 > 2D Demos.
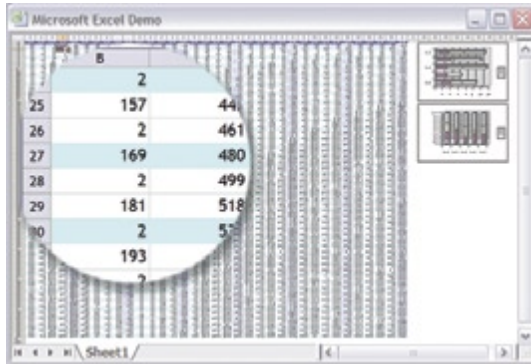
Microsoft Excel Demo

You can easily navigate through large spreadsheets using your motion controller to pan and zoom, thus eliminating many of the repetitive and multiple mouse steps associated with these types of movements.

Adobe Photoshop Demo (vr 7/CS only)
Intuitively zoom in and out as well as scroll and pan your images. Try using a variety of brush tools as you dynamically adjust brush sizes on-the-fly. Program multiple common keystrokes to work with a touch of a button.

Dynamically adjust brush sizes:
Using any tool with an adjustable brush (for example, the brush or pencil tool) Gently twist the motion controller cap or ball in a clockwise or counter clockwise direction.

Assign frequent application functions to controller buttons


Windows System Tray

Map motion controller buttons to key application functions to create your own keyboard shortcuts. Most applications have default mappings pre-configured, or you can create your own.

To configure button mapping, double click the 3Dconnexion icon located in your Windows system tray and access the configuration control panel.

For more on button mapping refer to the users' manual located on the install CD.
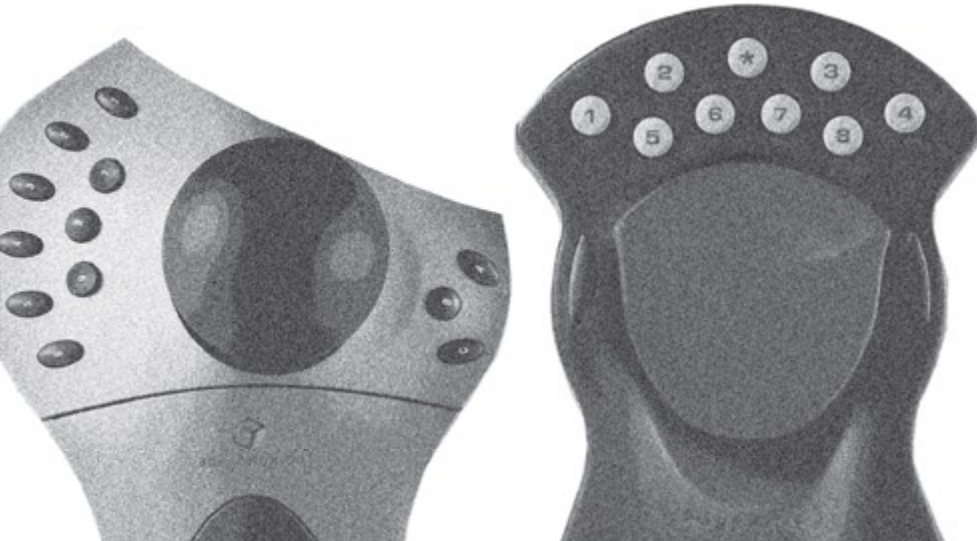
FCC declaration of conformation

This equipment complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1) This device may not cause harmful interference.
2) This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. This device requires shielded interface cables to ensure compliance. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to the equipment not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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