EFFORTLESS CONTROL
SpaceBall® 4000

maneuver

CREATE BETTER DESIGNS IN LESS TIME

Intuitively Navigate and Explore 3D Models

To take a close look at something in the real world, you pick it up and examine it from every angle. It's so natural, you don't even think about it. Now working in 3D is just as intuitive. With our 3D motion controller, you can intuitively zoom, pan and rotate models, exploring and navigating your designs as naturally as if they were objects in the real world.

This Innovative 3D Controller Frees You To:

• Move Objects without Interrupting Your Flow

• Early Detection of Design Errors

• Reduce Design Costs

• Be More Creative

• Streamline the Design Process

• Easily Accomplish Difficult Maneuvers

SpaceBall® 4000

3D MOTION CONTROLLER

### PRECISE CONTROL THAT DOESN'T SLOW YOU DOWN

From working with CAD, CAM, CAE, and DCC applications to interacting within a virtual 3D world, our 3D motion controller allows you to naturally and intuitively manipulate 3D models and camera angles. Control up to six degrees of freedom with pinpoint precision and simultaneously pan, zoom and rotate 3D objects in every direction.

Our 3D motion controller is as essential a tool as your mouse or keyboard, giving you the ability to manipulate 3D objects on the screen, while simultaneously controlling 3D camera angles and positions for viewing those objects. It's a much more natural, free-flowing way to work. If you use a common interface, executing even simple moves requires a decision, then keystrokes and/or mouse clicks. This interrupts your natural motion, slowing you down and actually restricting you from attempting more complete or continuous motion. But, the greater flexibility and interactivity of a 3D motion controller makes even difficult moves easy. You're free to go farther and be even more creative.

INTERACT MORE EASILY WITH 3D DESIGNS

Place your fingers gently on the controller's ball. The ball senses how much pressure you apply to it – pushes, pulls and twists – and uses that information to correspondingly move your model, camera or eye point on the screen. Pull up or push down to move your model, camera or eye point up or down. Push left or right to move your model left or right. Pull towards you or push away to move your model nearer or farther away. Orient your model on the screen by simply twisting in any direction to rotate it around the X, Y or Z axis (pitch, roll, yaw).

You will quickly be able to combine all movements and control your 3D models with six degrees of freedom. The amount of pressure you apply controls speed of movement. A light touch moves your models slowly and accurately; just increase pressure to increase speed. It will be like holding your model in your hand – interacting in 3D as you do in the real world.

control
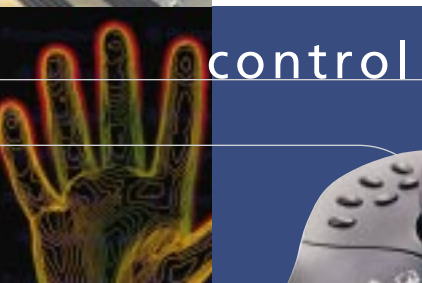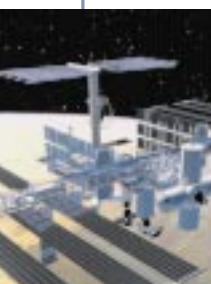
SOFTWARE DRIVERS

Unix drivers for SGI, HP, SUN, DEC and IBM

Linux drivers

Windows drivers for 98, Me, NT, 2000 and XP

100+ supported applications like Catia, UG, Pro/ENGINEER, SolidWorks, SolidEdge, Inventor and 3DStudio among others

For a complete listing and current drivers see www.3Dconnexion.com/software

SPECIFICATIONS

Sensitivity	Adjustable
Buttons	12, programmable
Interface type	RS-232C
Connector	D-sub 9 pin
Weight	1.0 lb (0.45 kg)
Dimensions	(LxWxH) 8.5" x 3.0" x 6.0" (213 x 76 x 152mm)
EMC standards	FCC, TUV, CE, cUL, RU, VCCI, and C tic
Warranty	3 years

Manufactured according to the strictest quality standards of Logitech

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