

STEALTH AND SOFTMOUSE 3D – USERS GUIDE



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Stereo Mapping - Stealth and Softmouse 3D Support

Introduction

The 3D input devices used to support Stereo mapping in ArcGIS Pro has been expanded to also include <u>Stealth</u> mice with Z protocol and <u>Softmouse 3D</u>. These ergonomic devices enhance the stereoscopic mapping workflow by reducing digitizing fatigue with support for two handed mouse operation and lessen feature compilation duration by providing access to multiple editing commands at your fingertips. Each device is equipped with a horizontal scroll wheel for precise elevation definition and multiple programmable buttons to enhance the user experience. Additional information on installation, setup and use of these devices are given below.

Stealth (S4 shown, others similar)



The Stealth mouse is an ergonomic 3D input device designed specifically for use in topographic mapping applications. All Stealth mouse models have 10 programmable buttons and a high precision, horizontal thumbwheel to support height definition. The S4 model also has two joysticks which support fine adjustment of position and elevation. The ability to program or map commands to mouse buttons, enhances the stereoscopic editing workflow by exposing commonly used editing functions at the users' fingers tips. It also minimizes interruptions to the feature compilation process by lessening the need to access desired commands from ArcGIS Pro's main menu.

In ArcGIS Pro, the Stealth mouse can be used as both a system mouse and a stereoscopic input device. Unlike your regular system mouse, the Stealth S4 will not work outside the ArcGIS Pro environment.

Stealth Z protocol mouse Setup

To start working with the Stealth mouse (Z protocol) in ArcGIS Pro, the following is required:

- 1. Installation of the FTDI mouse driver
- 2. Configuration of the Stealth S4 for use in ArcGIS Pro

FTDI Mouse Driver Installation

A one-time installation of the Stealth S4 driver is required prior its use. The Stealth S4 needs to be disconnected from the system during the installation process. Use the following as a guide to download and install the required driver.

1. Download to a known location on disk, the Stealth S4 driver using the following link.

https://ftdichip.com/wp-content/uploads/2021/08/CDM212364 Setup.zip

- 2. Unzip the downloaded package.
- 3. Right-click the extracted setup file and select, **Run as administrator**.
- 4. Select "Yes" if prompted to continue with the installation process.

FTDI CDM Drivers	>	<
	FTDI CDM Drivers	
~	Click 'Extract' to unpack version 2.12.36.4 of FTDI's Windows driver package and launch the installer.	
	www.ftdichip.com	
	< Back Extract Cancel	

5. Select "Extract" on the FTDI CDM Drivers window to load the **Device Driver Installation Wizard**.

Device Driver Installation Wizard	
	Welcome to the Device Driver Installation Wizard! This wizard helps you install the software drivers that some computers devices need in order to work.
	< Back Next > Cancel

- 6. Click "Next" on the Welcome to the Device Driver Installation Wizard" page. This will load the License Agreement page.
- 7. Check the radio button next to "I accept the agreement", then click "Next" to start the installation.
- 8. Click "Finish" once the installation process is complete. The FTDI device driver is now installed.

Configuration Considerations

Following the installation of the FTDI device driver, you are now ready to proceed with the Stealth mouse configuration in ArcGIS Pro. This can be done by doing the following:

- 1. Connect the Stealth S4 device to the computer via a USB port. Prior to opening ArcGIS Pro, plug the device into the USB port.
- 2. Open an existing Pro project or create a new one.
- 3. Once Pro is open, on the main menu, select **Project** then **Options**. This will open the **Options** window. Here you can set some preferred options to configure the use of the Stealth S4 device in ArcGIS Pro.
- 4. Within the **Application** section on the left, select **3D Input Device**. This will expose the **Set options for Stereo Map mouse** window.

options				
Project	Set options for Stereo	Man mouro		
Current Settings	Set options for Stereo r	viap mouse		
Units	✓ Stereo Cursor			
Tasks				
Application	Change Z value by			
General	Default			
Map and Scene	🔾 10 🗘 Me	eters •		
Navigation	Acceleration factor for	r Z value change 15 🗘		
3D Input Device				
Selection	Deceleration factor for	r Z value change 0.2 🗘		
Editing	Mouse Type			
Versioning		Dert	ore to default	
Geoprocessing	Stealth	• Rest	ore to default	
ModelBuilder	Button	Function		
Device Location	1	Left Shift	₿	10 9
Catalog Browsing	2	🖳 Auto Load		
Share and Download	3	Cancel		
	4	Left Button	۵	
Authentication	5	Right Button	₿	• • • •
Raster and Imagery	6	💭 Finish		000 000
Full Motion Video	7	🔯 Zoom to Model		8 7 6 3 2 1
Display	8	Right Shift	8	
Table	9	Fixed Zoom In		
Report	10	Fixed Zoom Out		10 9
Text and Graphics	1 + 2	🖶 Split		
Layout	1 + 3	🔄 Edit Vertices		
Color Management	1 + 4			
BIM	1 + 5	🍓 Model Selector		
Metadata	1 + 6			
Indexing	1 + 7	-		
Location Referencing	1 + 8	Clutch	۵	
Geodatabase Replication	1 + 9	-		
Knowledge Graph	1 + 10	Rectangle		
Business Analyst	Learn more about Stereo M	apping mouse options		

5. Ensure the default mouse Type is **Stealth**.

6. The Button/Function user interface (UI) exposes some default button mappings and enables you to map commands to your preferred mouse buttons. A graphic of the various Stealth models can be seen to the right of the Button/Function UI. The Stealth S4 model is the topmost image.

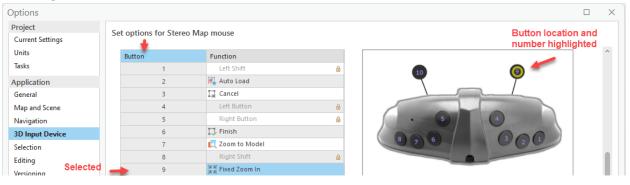
Note: Buttons with associated functions that are grayed out and have a lock icon next to them are not customizable. Those includes Stealth mouse button 1 (left shift), 4 (left button), 5 (right button), 8 (right shift) and buttons 1 and 8, simultaneously clicked (clutch).

Mapping Mouse Buttons

Various editing and Stereo mapping functionalities can be mapped to the Stealth mouse buttons to enhance stereo mapping efficiencies. The Stealth mouse is equipped with 10 buttons, a thumbwheel, and optionally two joysticks. These buttons altogether can accommodate up to 32 programmable/mappable functions. Functions cannot be mapped to the joysticks. A list of commands that can be mapped to the mouse buttons can be seen in the **Commands Supported** section.

To map supported functions to a mouse button, do the following:

- 1. In the **Button** column, click on a specific button or button combination number that you would like to map a function to. This will:
 - a. Highlight the function associated with the mouse button
 - b. Highlight in yellow, on the Stealth S4 graphic, the button number selected. This also gives an indication of the location of that button on the Stealth mouse.



- 2. Click the highlighted row that aligns with the button number selected, to expose a drop-down list of supported functions.
- 3. Select from the drop-down list, the function you would like assigned to the associated buttons.
- 4. Repeat the above steps to map other functions to the Stealth S4 mouse buttons.
- 5. Once you have completed mapping functions to buttons, click **OK** at the bottom of the window to accept all changes.
- 6. To return to the default button mappings, click the **Restore to Default** button.

The table below provides a brief description of the Stealth S4 non-programmable (grayed out) function keys.

Button	Function	Explanation
		Similar to a function key, the Shift key works in combination with other keys to
1	Shift Left	expand mouse button mapping capacity
		Similar to a function key, the Shift key works in combination with other keys to
8	Shift Right	expand mouse button mapping capacity
4	Left Click	Mimics left-click functionality on the system mouse
5	Right Click	Mimics right-click functionality on the system mouse
		Clutch enables the moving of the mouse without changing its X, Y, and Z
1+8	Clutch	position on the screen.

Stealth S4 - Non-Programmable Button Legend

Invert Mouse Wheel Scrolling

To invert the scroll direction of the Stealth mouse device, please do the following:

- 1. Open ArcGIS Pro, if not already open. If already open, click **Project, Options** then continue with step 3.
- 2. Select **Settings** (on the left), then click **Options**. This will open ArcGIS Pro's **Options** window.
- 3. Under Application section (on the left), select Navigation.

Options		×
Project ^	Set options for navigating maps and scenes	
Current Settings	Set options for havigating maps and scenes	
Units	Mouse wheel roll forward	
Tasks	Zooms in	
Application	🔿 Zooms out	
General	Transition time	
Map and Scene	0.0 🗘	
Navigation	0 seconds 10 seconds	

- 4. On the right side of the window, under **Mouse wheel roll forward**, click the unchecked radio button then click **OK** at the bottom of the window to accept the changes.
- 5. Click the back arrow to return to ArcGIS Pro's home page.



6. Open or create a project to continue.

Adjust Z Rate of Change

The thumbwheel on the Stealth S4 mouse enables accurate height adjustments in the stereo window. Height increment changes are controlled by the **Change Z Value By** option in the **Stereo Cursor** section found at the top of the **Set options for Stereo Map mouse** window.

Set options for Stereo Map mouse
✓ Stereo Cursor Change Z value by
Default
O 10 O Meters
Acceleration factor for Z value change 15
Deceleration factor for Z value change 0.2
Deceleration factor for Z value change 0.2

This option can also be found on Pro's main menu, **Stereo Map** tab, **Z Sensitivity** option in the **Cursor** category. For ease of access, it is recommended that the **Z Sensitivity** option be used when working in the Stereo window.

The height increment rate of change is primarily controlled by the **Default** or non-default settings. The default settings change the height value in increments of 65cm. For smaller increments, do the following.

- 1. Open a Stereo Map window. On Pro's main menu, select **Insert**, then from the **New Map** dropdown menu, select **New Stereo Map**. This will add a new **Stereo Map** tab to ArcGIS Pro's main menu.
- 2. Click the **Stereo Map** tab, then select **Z Sensitivity** in the **Cursor** category. This will open the **Z Sensitivity** dialog box.
- 3. Check the radio button below **Default** to enable custom height increment settings.

4. To have the Z values adjust in increments of 30cm, enter a value of 0.3 in the box to the left of **Meters**.

Sensitivity	Overview Magnifier	Locate	6	
Change Z	···· /			·
Acceleratio	on factor for Z valu	ue change	15	Ŷ
Deceleratio	on factor for Z valu	ue change	0.2	$\hat{}$
		[Арр	ly

5. Click **Apply** to accept the changes and close **Z Sensitivity** dialog box. As you rotate the Stealth S4 thumbwheel you will notice that the Z value in the coordinate tray (at the bottom of the Stereo window), changes in increments of 30cm.

Commands Supported

A list of the commands that can be presently mapped to the Stealth mouse buttons can be seen in the table below.

None	📫 Split	与 Next
S Undo	🏣 Reshape	🖳 Auto Load
ờ Redo	📰 AutoComplete Polygons Tool	🔯 Invert
🖶 Snapping	🞲 Square and Finish	🖳 Overview
🖓 Rectangle	😽 Save	💽 Magnifier
Fixed Zoom Out	🛆 Midpoint	
ੇ≓ ∰ Fixed Zoom In	🖽 Endpoint	
🗲 Previous Extent	Vertex	
→ Next Extent	📁 Edge	
🛐 Create	+ Add Vertex	
🛫 Modify	× Delete Vertex	
🔄 Edit Vertices	🔯 Zoom to Model	
🛟 Move	🍓 Model Selector	
🗔 Finish	롣 Previous	
💢 Cancel		

An expanded list of commands to be supported in ArcGIS Pro 3.2 final can be seen below. Please let us know if there commands not listed below that you would like to see added.

	Programmable Commands	
Navigation	Stereo Model	Stereo Mapping
Zoom to Full Extent	Open Stereo Model Selector	Snap to surface
Zoom In	Enable Auto Load Model	Enable Terrain Following
Zoom Out	Next Model	Toggle Fixed Cursor Mode
Zoom to Selected	Previous Model	Adjust X Parallax
Previous Extent	Undo (loaded) Stereo Model	Adjust Y Parallax
Next Extent	Redo (removed) Stereo Model	Change selected vertex height
Roam/Pan		Accelerate Change in Z
		Decelerate Change in Z
Stereo Display	Editing	Snapping
Display Left Stereo Image Only	Open Modify Features pane	Toggle Snapping
Display Right Stereo Image Only	Open Create Features pane	
Default Stereo Image Only	Activate Select Tool	
Invert Stereo	Clear Selection	
Zoom to Stereo Model	Cut Polygon	
	Square and Finish	
Cursor	Finish Editing	
Cycle through Cursor Type	Cancel Edit	
X Dot	Move feature	
X Only	Undo Edit	
Cross Dot	Redo Edit	
Cross Only	Split	
Box Dot	Merge	
Circle Dot	Add vertex	
Dot	delete vertex	
	Edit Vertices	
	Rotate feature	
	Save	
	Discard	
	Reshape	

Softmouse 3D



Softmouse 3D is an ergonomic 3D input device designed specifically for use in topographic mapping applications. The Softmouse device is equipped with 10 buttons and a high precision, horizontal thumbwheel to support accurate height definition. The 10 buttons can be programmed to store up to 20 commands which simplifies the editing workflow by enabling users to map commonly used editing commands to the Softmouse device. It also minimizes interruptions to the feature compilation process by lessening the need to access desired commands from ArcGIS Pro's main menu.

In ArcGIS Pro, the Softmouse can be used as both a system mouse and a stereoscopic input device. Unlike your regular system mouse, the Softmouse mouse will not work outside the ArcGIS Pro environment.

Softmouse 3D Setup

To start working with the Softmouse in ArcGIS Pro, plug the device into a USB port on your computer. Once connected, use the following as a guide to configure the Softmouse 3D device for use in ArcGIS Pro.

Softmouse 3D Configuration Steps

- 1. Prior to opening ArcGIS Pro, plug the device into the USB port.
- 2. Open an existing Pro project or create a new one.
- 3. Once Pro is open, on the main menu, select **Project** then **Options**. This will open the **Options** window.
- 4. Within the **Application** section on the left, select **3D Input Device**. This will expose the **Set options for Stereo Map mouse** window.

Options					
Project ^	Cat antiana faa Ct	Man manual			
Current Settings	Set options for Stereo	wap mouse			
Units	N Sharan Current				
Tasks	✓ Stereo Cursor				
Application	Change Z value by				
General	Default				
Map and Scene	O 10 0 1	/leters	*		
Navigation	Acceleration factor	for Z value change 15	\$		
3D Input Device	Acceleration factor	for 2 value change			
	Deceleration factor	for Z value change 0.2	\$		
Selection					
Editing	Mouse Type			_	
Versioning	Soft Mouse	*	Restore to defaul	ć.	
Geoprocessing	Button	Function			-
ModelBuilder	1	Left Button		8	
Device Location	2	Right Button		8	
Catalog Browsing	3	Auto Load			
Share and Download	4	Cancel		1 N.	
Authentication	5	E Finish		- -	
Raster and Imagery	6	Zoom to Model		1 N	
Full Motion Video	7	Left Shift		8	
Display	8	Right Shift		8	
Table	9	Fixed Zoom In		-	
Report	10	Fixed Zoom Out		1 1	
Text and Graphics	7 + 1			1 1	11
ayout	7 + 2	Kodel Selector			0
Color Management	7 + 3	d Split		112	•
BIM	7 + 4	Edit Vertices		- 60	1
//etadata	7 + 5	-			
	7 + 6				
ndexing	7 + 8	Clutch		8	1
Location Referencing	7 + 9			-	
Geodatabase Replication	7 + 10	Rectangle			
Knowledge Graph	8 + 1	1 Reshape			
Business Analyst	8 + 2	+1 include			
Proofing	8 + 3	🗄 Snapping			
Language		et subbuild			
User Interface	Learn more about Stereo	Mapping mouse options			
Security					

- 5. From the Mouse Type drop-down list, select **Softmouse.**
- 6. The **Button/Function** user interface (UI) exposes some default button mappings but also enables you to map your preferred commands to the mouse buttons.

Note: Buttons with associated functions that are grayed out and has a lock icon next to it, are not customizable. Those includes button 1 (left button), 2 (right button), 7 (left shift), 8 (right shift) and buttons 1 and 8, simultaneously clicked to enable **Clutch** functionality. Clutch enables the moving of the mouse without changing its X,Y, and Z position on the screen.

Mapping Mouse Buttons

Various editing and Stereo mapping functionalities can be mapped to the Softmouse buttons to enhance stereo mapping efficiencies. The Softmouse 3D device is equipped with 10 buttons and a horizontal thumbwheel and can accommodate up to 20 programmable/mappable functions. A list of commands that can be mapped to the mouse buttons can be seen in the **Commands Supported** section.

To map supported functions to a mouse button, do the following:

- 1. In the **Button** column, click on a specific button or button combination number that you would like to map a function to. This will:
 - a. Highlight the function associated with the mouse button

b. Highlight in yellow, on the Softmouse 3D graphic, the button number selected. This also gives an indication of the location of the selected button on the Softmouse 3D device.

Options				
Project ^	Set options for Stere	Man mouro		
Current Settings	Set options for Stered	o wap mouse		
Units	Soft Mouse		Restore to default	· · · · · · · · · · · · · · · · · · ·
Tasks	0.00			
pplication	Button	Function Left Button	0	
General	2	Right Button	A 1	
Map and Scene	3	Auto Load		
Navigation	4	Cancel		
3D Input Device	5	E Finish		Selected button
election	6	🔁 Zoom to Model		location and number
diting	7	Left Shift	8	highlighted.
/ersioning	8	Right Shift	8	
Geoprocessing	9	NK Fixed Zoom In		7
ModelBuilder	10	Fixed Zoom Out		
Device Location	7 + 1	4		
Catalog Browsing Selected	7 + 2	Model Selector		
hare and Download	7 + 3	🖶 Split		6 3
Authentication	7 + 4	Edit Vertices		
Raster and Imagery	7 + 5	-	1	0 (5)
Full Motion Video	7 + 6	-		
Display	7 + 8	Clutch	8	8
Table	7 + 9	-		

- 2. Click the highlighted row that aligns with the button number selected, to expose a drop-down list of supported functions.
- 3. Select from the drop-down list, the function you would like assigned to the associated buttons.
- 4. Repeat the above steps to map other functions to the Softmouse 3D buttons.
- 5. Once you have completed mapping functions to buttons, click **OK** at the bottom of the window to accept all changes.
- 6. To return to the default button mappings, click the **Restore to Default** button.

The table below provides a brief description of the Softmouse 3D non-programmable (grayed out) function keys.

Button	Function	Explanation
		Similar to a function key, the Shift key works in combination with other keys
1	Left Button	to expand mouse button mapping capacity
		Similar to a function key, the Shift key works in combination with other keys
2	Right Button	to expand mouse button mapping capacity
7	Left Shift	Mimics left-click functionality on the system mouse
8	Right Shift	Mimics right-click functionality on the system mouse
		Clutch enables the moving of the mouse without changing its X,Y, and Z
7 + 8	Clutch	position on the screen.

Softmouse 3D – Non-Programmable Button Legend

Invert Mouse Wheel Scrolling

To invert the scroll direction of the regular system mouse, Softmouse mouse, please do the following:

- 1. Open ArcGIS Pro, if not already open. If already open, click **Project, Options** then continue with step 3.
- 2. Select Settings (on the left), then click Options. This will open ArcGIS Pro's Options window.
- 3. Under Application section (on the left), select Navigation.

Options			×
Project ^	Set options for navigating maps and scenes		
Current Settings			
Units	Mouse wheel roll forward		
Tasks	Zooms in		
Application	🔿 Zooms out		
General	Transition time		
Map and Scene	0.0 🗘		
Navigation	0 seconds 10 seconds		

- 4. On the right side of the window, under **Mouse wheel roll forward**, click the unchecked radio button then click **OK** at the bottom of the window to accept the changes.
- 5. Click the back arrow to return to ArcGIS Pro's home page.

e 🔶	About ArcGIS Pro
New	
Open	Product Information
	ArcGIS Pro 3.2.0-alpha.5+build.48586 Copyright ©2023 Esri Inc. All Rights Reserved
	View the ArcGIS Pro Copyright, Acknowledgements, and Trademarks
	This work is protected by copyright law and international treaties. Unauthorized reproduction or distribution
Portals	Software Update
Licensing	Your ArcGIS Pro version is current.
Options	Check for updates on startup

6. Open or create a project to continue.

Adjust Z Rate of Change

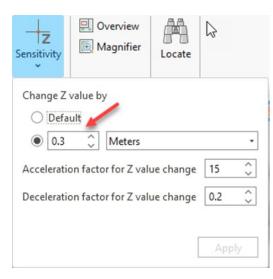
The thumbwheel on the Softmouse enables accurate height adjustments in the stereo window. Height increment changes are controlled by the **Change Z Value By** option in the **Stereo Cursor** section found at the top of the **Set options for Stereo Map mouse** window.

Sat options for Stores Man mours			
Set options for Stereo Map house			
✓ Stereo Cursor			
O 10 O Meters			
Acceleration factor for Z value change	15 🗘		
Deceleration factor for Z value change 0.2			
	Change Z value by Default 10 Meters		

This option can also be found on Pro's main menu, **Stereo Map** tab, **Z Sensitivity** option in the **Cursor** category. For ease of access, it is recommended that the **Z Sensitivity** option be used when working in the Stereo window.

The height increment rate of change is primarily controlled by the **Default** or non-default settings. The default settings change the height value in increments of 65cm. For smaller increments, do the following.

- 1. Open a Stereo Map window. On Pro's main menu, select **Insert**, then from the **New Map** dropdown menu, select **New Stereo Map**. This will add a new **Stereo Map** tab to ArcGIS Pro's main menu.
- 2. Click the **Stereo Map** tab, then select **Z Sensitivity** in the **Cursor** category. This will open the **Z Sensitivity** dialog box.
- 3. Check the radio button below **Default** to enable custom height increment settings.
- 4. To have the Z values adjust in increments of 30cm, enter a value of 0.3 in the box to the left of **Meters**.



5. Click **Apply** to accept the changes and close **Z Sensitivity** dialog box. As you rotate the Softmouse 3D thumbwheel you will notice that the Z value in the coordinate tray (at the bottom of the Stereo window), changes in increments of 30cm.

Commands Supported

A list of the commands that can be presently mapped to the Softmouse 3D device buttons can be seen in the table below.

None	🚔 Split	与 Next
🕤 Undo	🏬 Reshape	🖳 Auto Load
→ Redo	📰 AutoComplete Polygons Tool	🍻 Invert
🖶 Snapping	🞲 Square and Finish	🖳 Overview
🖓 Rectangle	😽 Save	💽 Magnifier
Fixed Zoom Out	🛆 Midpoint	
ੇ≓ ∰ Fixed Zoom In	🖽 Endpoint	
🗲 Previous Extent	U Vertex	
→ Next Extent	🔟 Edge	
🔝 Create	+ Add Vertex	
🛫 Modify	🗙 Delete Vertex	
🔄 Edit Vertices	ቪ Zoom to Model	
💠 Move	🍓 Model Selector	
🗔 Finish	롣 Previous	
💢 Cancel		

An expanded list of commands to be supported in ArcGIS Pro 3.2 final can be seen below. Please let us know if there commands not listed below that you would like to see added.

Programmable Commands			
Navigation	Stereo Model	Stereo Mapping	
Zoom to Full Extent	Open Stereo Model Selector	Snap to surface	
Zoom In	Enable Auto Load Model	Enable Terrain Following	
Zoom Out	Next Model	Toggle Fixed Cursor Mode	
Zoom to Selected	Previous Model	Adjust X Parallax	
Previous Extent	Undo (loaded) Stereo Model	Adjust Y Parallax	
Next Extent	Redo (removed) Stereo Model	Change selected vertex height	
Roam/Pan		Accelerate Change in Z	
		Decelerate Change in Z	
Stereo Display	Editing	Snapping	
Display Left Stereo Image Only	Open Modify Features pane	Toggle Snapping	
Display Right Stereo Image Only	Open Create Features pane		
Default Stereo Image Only	Activate Select Tool		
Invert Stereo	Clear Selection		

Zoom to Stereo Model	Cut Polygon	
	Square and Finish	
Cursor	Finish Editing	
Cycle through Cursor Type	Cancel Edit	
X Dot	Move feature	
X Only	Undo Edit	
Cross Dot	Redo Edit	
Cross Only	Split	
Box Dot	Merge	
Circle Dot	Add vertex	
Dot	delete vertex	
	Edit Vertices	
	Rotate feature	
	Save	
	Discard	
	Reshape	

Other Information

• If working with multiple instances of ArcGIS Pro open, the Stealth or Softmouse device will be active only in the first instance opened. This is by design.

Known Issues

Below are some known issues in this alpha version that will be addressed in ArcGIS Pro 3.2 final.

- 1. A few mouse buttons do not have default functions mapped in the **Set options for Stereo Map mouse** window. You may manually assign functions to these buttons using the process described in **Mapping Mouse Button** section above.
- 2. The Stealth or Softmouse 3D device will not be recognized by the application if connected after opening ArcGIS Pro. To resolve this issue, close and reopen ArcGIS Pro.
- 3. While using the Stealth or Softmouse 3D in ArcGIS Pro, if the device is disconnected and reconnected via the USB port, it will no longer be recognized by the system. With the device connected to the system, close and reopen ArcGIS Pro to resolve this issue.