

# What's New Since You Last Upgraded

|     |              |     |              |     |              |     |              |
|-----|--------------|-----|--------------|-----|--------------|-----|--------------|
| Pro | Pro Platinum | Pro | Pro Platinum | Pro | Pro Platinum | Pro | Pro Platinum |
| 15  | 16           | 17  | 18           |     |              |     |              |

| Feature                                | Description  | 15 | 16 | 17 | 18 | 17 | 18 |   |   |
|--|--|----|----|----|----|----|----|---|---|
| <b>DRAWING PERFORMANCE</b>             |  |    |    |    |    |    |    |   |   |
| Redway, GPU-Accelerated Drawing Engine | Added to v18 - GPU-Accelerated Drawing Performance implemented in Hidden Line and Draft Render Modes with Redway engine. Added to v17 - Redway implemented in Wireframe mode. Provides huge speed improvement in panning, zooming, and rotating objects.   |    |    |    |    | ○  | ○  | ● | ● |
| Multi-threading support                | Multi-threading, with support for both ACIS solid modeling operations and LightWorks rendering, takes advantage of multi core processors so the turn around time on calculations is much faster.   |    |    |    |    |    |    | ● | ● |
| Multi-Select Drawings command          | Open multiple drawings in one step.  |    |    |    |    |    |    | ● | ● |
| Window or Crossing Selection           | Select objects with a mouse by using the Window or Crossing methods, similar to AutoCAD.   |    |    |    |    |    |    | ● | ● |
| <b>DRAFTING/DETAILING</b>              |  |    |    |    |    |    |    |   |   |
| PDF Underlay                           | Import a raster PDF drawing and use it as a tracing layer with snaps.  |    |    |    |    |    |    | ● | ● |
| Purge tool                             | Remove unused objects from Model Space and Paper Space with this simple yet powerful new tool  |    |    |    |    |    |    | ● | ● |
| Layer Filters                          | Layer filters help organize layers by a defined set of parameters.   |    |    |    |    | ●  | ●  | ● | ● |
| Layer Management                       | Added to v18 - New layers dialog based upon 'Design Center'; more AutoCAD compatible. New the ability to turn on/off Layers per Viewport. Added to v17 - Addition of Line Style, Pen Width, and Print Style parameters to Design Director and Drawing Setup.   | ○  | ○  | ○  | ○  | ●  | ●  | ● | ● |
| Ray Tool                               | Create rays on the construction line layer to more clearly define your construction geometry. Construction lines are also editable, and can be edited into rays.   |    |    |    |    |    |    | ● | ● |
| Blocks and Groups                      | In-place editing of blocks and groups.   |    |    |    |    | ●  | ●  | ● | ● |
| Drafting Palette                       | Added to v18 - Ability to lock/unlock entire palette with inactive to disable updated of drafting objects to save time. This palette also now distinguishes between 'Surface' and 'ACIS Body' drafting objects automatically, & a Section Line Depth setting was added. Added to v17 - Ability to lock/unlock section, elevation, and detailed views so that they are not updated with each model change speeding up overall modeling performance. |    |    |    |    | ○  | ○  | ● | ● |
| Index Color Support                    | Index Colors added. Includes proper round-tripping of .DWG files.  |    |    |    |    | ●  | ●  | ● | ● |
| Mirror Tool                            | Can now mirror a block & retain text orientation.  | ○  | ○  | ○  | ○  | ○  | ○  | ● | ● |
| Stretch Tool                           | Updates offer greater control with improved Rubber-banding of objects and improved visualization for more precise control of stretched objects.  | ○  | ○  | ○  | ○  | ○  | ○  | ● | ● |

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|                       |  | 15  | 16 | 17           | 18 | 15  | 16 | 17           | 18 |
| Trim Tool             | Now works with multilines for enhanced productivity.   | ○   | ○  | ○            | ○  | ○   | ○  | ●            | ●  |
| Line Width Scaling    | New value "Device width" for TC pen property "Line Width Scale System" was added.  |     |    |              |    | ●   | ●  | ●            | ●  |
| Meet 2 Lines tool     | Bezier and spline curves are now supported.  |     |    |              |    | ●   | ●  | ●            | ●  |
| Multilanguage support | Input, edit, and visualize objects name (Layers, blocks, styles, etc.) independent of the current local OS system settings.  |     |    |              |    | ●   | ●  | ●            | ●  |
| Multi-Leader          | New leader type with multiple arms.  |     |    |              |    | ●   | ●  | ●            | ●  |
| Section Detail tool   | Enables closed 2D entities (circles, polygons, polylines) to act as a cutting contour with other intersecting 2D objects.  |     |    |              |    | ●   | ●  | ●            | ●  |
| Measurement           | Added to v18 - Measurement now shows a measurement history (previous distance, area, etc.) Added to v17 - New option to perform measurements of surface areas and volumes of 3D Surface Objects. | ○   | ○  | ○            | ○  | ●   | ●  | ●            | ●  |
| XClip                 | Added Xclip functionality comparable to AutoCAD® Xclip command.  |     |    |              |    | ●   | ●  | ●            | ●  |
| Xref Binding          | Xrefs can be bound to the main drawing. Bound Xrefs may be exploded. Xref layer properties can be changed in the main drawing.   |     |    | ○            | ○  | ●   | ●  | ●            | ●  |
| Multi-Text, Text      | Added to v18 - Uses the Enter key to wrap text to the next line. Users can also pick a position on screen to start a new line. Added to v17 - Double-click Text or M-Text to enter edit mode.    |     |    | ○            | ○  | ●   | ●  | ●            | ●  |
| Paper Space Templates | Insert and extract specific Paper Spaces from other .TCT (TurboCAD templates), .TCW, and .DWG files. Ability to define different printers and printer settings for each Paper Space.             |     |    | ○            | ○  | ●   | ●  | ●            | ●  |
| Pick-Point Hatching   | Redesigned tool that streamlines the pick point hatch process.   |     |    | ○            | ○  | ●   | ●  | ●            | ●  |
| Shrink/Extend tool    | Bezier and spline curves are now supported.  |     |    | ○            | ○  | ●   | ●  | ●            | ●  |
| Viewport Explode      | Viewports may be exploded to create flat 2D geometry, supports hidden line or wireframe views.   |     |    | ○            | ○  | ●   | ●  | ●            | ●  |
| Templates             | Improved Architectural and Metric templates.   | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  |
| <b>3D MODELING</b>    |  |     |    |              |    |     |    |              |    |
| Graphic on Path Tool  | Place graphics on any given path. It's useful for laying out profiles for lofts, or arranging graphics including lines, splines, circles, arcs or ACIS edges for solids & surfaces.              |     |    |              |    |     |    | ●            | ●  |
| Multi-Add Tool        | Select multiple objects to do Boolean operations with this powerful new tool.  |     |    |              |    |     |    |              | ●  |

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|                               |   | 15  | 16 | 17           | 18 | 15  | 16 | 17           | 18 | 15  | 16 | 17           | 18 |
| 3D Fillet Tool                | Allows for filleting of 3D polylines. Objects can be used as compound path for sweeps, etc.   |     |    |              |    |     |    |              |    |     |    | ●            | ●  |
| Sweeps                        | Added to v18 - Sweeps now work with 3D curves and the new 3D Fillet tool. Users can also sweep along any object's Edge or along a Loop (a closure of edges on a 3D surface).                                  | ○   | ○  | ○            | ○  | ○   | ○  | ○            | ○  | ○   | ○  | ●            | ●  |
| Quick Pull Tool               | Select any enclosed geometry on a 3D face and press it into or pull it out of the design. Specify draft angle and add a chamfer or fillet. Works with solids or surfaces.                                     |     |    | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Helix                         | Quickly draw 2D and 3D spirals.   |     |    | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Rail Sweep                    | Optionally use a compound path including vertical profile orientation relative to path.   |     |    | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Revolve Tool                  | Optionally use a compound profile that contains holes.  |     |    | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| 3D ACIS® modeler              | Added to v17 - Updated Solid Modeling engine - improved performance, improved performance with InterOp filters (STEP and IGES), improve projection functionality.   | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| 3D Booleans                   | Added to v16 - Ability to select multiple entities for addition or subtraction.   | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Automatic Workplane by Face   | Drawing tools automatically detect and reposition the workplane when mousing over the face of an object.  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| 3D Assembly Tools             | Added to v18 - 3 new modes make Assembly by Axis much faster. Added to v15 - Assemble by Tangent and Assemble by Axis added to v15.   | ○   | ○  | ○            | ○  | ○   | ○  | ○            | ○  | ○   | ○  | ●            | ●  |
| Lofting                       | Lofting guidelines enhanced by adding 3D splines and polylines.   | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Dimensions                    | Angle Dimension for Arcs and Surveyor Dimension added to v15  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| 3D Drawing Tool - Rotated Box | Create 3D box on any angle from your active workplane.  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| "Green" Library               | Over 50 Eco-Friendly objects and dozens of materials to help conserve both energy and materials.  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Symbol Library Palette        | Updated to include Parametric Parts library of dozens of parts.   | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Parametric Parts              | Added in v17 - Additional functions supported in scripts. Beta capability to optionally import Dynamic Components from SketchUp drawings and have them converted to a Parametric Parts.                       | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| <b>ARCHITECTURAL</b>          |   |     |    |              |    |     |    |              |    |     |    |              |    |
| House Wizard                  | Added to v18 - Wizard creates a preliminary room-by-room design of a home. Drop in closets, a garage, entry and passageways, even decking.  |     |    |              |    |     |    |              |    |     |    | ●            | ●  |
| Walls                         | Added to v18 - Tops of walls automatically modify when changing a roof slope. Added to v17 - New top and bottom wall profile modifiers. New Link Wall Segments option added; new property, Autocleanup added. | ○   | ○  | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |

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|  |   | 15  | 16 | 17           | 18 | 15  | 16 | 17           | 18 | 15  | 16 | 17           | 18 |
| Multi-Component Walls                    | Walls were added to the style manager, allowing the user to define every part of a wall (sheet rock, insulation, wire mech, stucco, etc.) Properties can be added to each component. Store together and if you extend the wall, the foundation and everything associated with it will extend.                   |     |    |              |    |     | ●  |              | ●  |     |    |              | ●  |
| Doors and Windows (Parametric)           | Added to v17 - New Muntins tool that allows for definition of type and style of window pane holder/separator in doors and windows; Added to v16 - "Right/Left" and "Inside/Outside" flip options added to Node Editing making precise placement easier. Platinum version includes many more parametric symbols. | ○   | ○  | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Dynamic Dimensions for Doors and Windows | Dimensions display as doors and windows are inserted, showing the distance to and from the wall ends for easier, more precise placement. Plus, corresponding offset fields have been added to the Inspector Bar.  |     |    |              |    |     |    |              |    |     |    | ●            | ●  |
| Block Attachments to Doors & Windows     | Attach a block(s) to a selected door style or window style.   |     |    |              |    |     |    |              |    |     |    |              | ●  |
| Stairs (Parametric)                      | Added to v16 - Create stairs in 3 clicks specifying style, materials, dimensions and more, and ability to edit parameters.  | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Railings                                 | Added to v17 - Separate materials can be defined for each Rail element. Added to v16 - More extensive parameters for styles, location, extensions, and more. Attach railings or banisters to both sides of stairs at once.  |     | ○  |              | ●  |     | ●  |              | ●  |     |    |              | ●  |
| Roofs                                    | Now users can add different materials to various components (top, bottom, fascia, etc.) of a roof.  | ○   | ○  | ○            | ○  | ○   | ○  | ○            | ○  | ○   | ○  | ○            | ●  |
| Slabs                                    | New in v15, define and add multiple slabs and slab styles; and cut holes. Added to v16 - improved offset capabilities and definitions.  |     | ○  |              | ●  |     | ●  |              | ●  |     |    |              | ●  |
| Style Manager                            | Define and reuse custom style guides for architectural object types. This was expanded with v16 to include schedules, text, and dimensions (both AEC and non-AEC). Added to v16 were pre-configured styles for Component Walls, Windows, Doors, Stairs, Slabs, Rails, Tables, and text.                         |     | ○  |              | ●  |     | ●  |              | ●  |     |    |              | ●  |
| Terrain Tool                             | Added to v15 - Create terrain objects from selected points, with v17 terrains may be imported from XYZ or CSV files.  | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Section/Elevation Tools                  | Create sections and elevations including rendered modes.  |     |    |              | ●  |     | ●  |              | ●  |     |    |              | ●  |
| Schedule Table                           | Enhanced with version 15 to include support for walls and slabs.  | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| 1st Pricing Plug-in                      | A BIM-oriented plug-in for pricing Windows, Doors, and Skylights.   | ○   | ○  |              |    |     |    | ●            | ●  | ●   | ●  | ●            | ●  |
| <b>MECHANICAL</b>                        |   |     |    |              |    |     |    |              |    |     |    |              |    |
| Geometric Tolerance                      | New tool for mechanical designers that allows them to tell a machine shop/manufacturer how to machine a part.   |     |    |              |    |     |    |              |    |     |    | ●            | ●  |

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|                                    |  | 15  |   | 16           |   | 17  |   | 18           |   | 15  |   | 16           |   |
| Feature                            | Description  |     |   |              |   |     |   |              |   |     |   |              |   |
| Pattern Tools                      | Added to v18 - 'On Polyline' pattern tool added - Added to v17 - 5 new pattern copy tools apply patterns to spheres and cylinders, radial patterns, 3D arrays, or patterns along a curve for the very simple application of repeating geometries on ACIS objects. Patterns are parametric and can interact with entities through Boolean operations. |     |   |              |   |     |   | ○            |   |     |   |              | ● |
| Simple Extrude                     | v18 adds power to the simple extrude tool with the ability to use a Text object as a Compound Profile with this tool.  | ○   | ○ | ○            | ○ | ○   | ○ | ○            | ○ | ○   | ○ | ○            | ○ |
| Twisted Extrude                    | Simple Extrude with added parameters: Twist angle, Distance type, Normal, Full height, Twist to top, Twist start distance, Twist end distance, Twist continuity.   |     |   |              | ● |     |   | ●            |   |     |   |              | ● |
| Thread Tool                        | Easily create threaded 3D objects. The pitch and height of threading are parametrically defined and editable... plus 3 modes of display.   |     |   |              | ● |     |   | ●            |   |     |   |              | ● |
| Extrude to Face                    | Similar to the Quick Pull tool, Extrude to Face allows you to pull a face to another surface. Then TurboCAD will create a Boolean addition or subtraction in the shape of the secondary face.  |     |   |              | ● |     |   | ●            |   |     |   |              | ● |
| 2D Fillet Tool                     | The updated 2D Fillet tool can re-fillet neighboring line segments, creating a new arc segment, tangent to those line segments. It works with polyline with arc segments too.  | ○   | ○ | ○            | ○ | ○   | ○ | ○            | ○ | ○   | ○ | ○            | ○ |
| Imprint Tool                       | Added to v18 - Use a Text object as a Compound Profile with the Imprint tool. Added to v16 - New dimple featured added; Added to v15 - Enhanced 3D modeling with the ability to add fillet and chamfers to top and bottom imprint contours.  |     | ○ |              | ● |     |   | ●            |   |     |   |              | ● |
| Mid-point Constraint               | Constrain a point to the mid-point of another line. Enhanced in v18 with updated D-cubed constraint engine.  |     |   |              | ● |     |   | ●            |   |     |   |              | ● |
| Symmetrical Constraints            | Create symmetrical constraints for end points of arcs and lines.   | ○   | ○ | ○            | ○ | ○   | ○ | ○            | ○ | ○   | ○ | ○            | ○ |
| Bend / Unbend Tools                | More accurate bending and unbending of objects.  |     | ○ |              | ○ |     |   | ○            |   |     |   |              | ● |
| Unbend Tool for Sheet Metal Bodies | Works on objects with a bend or flange added to them.  |     | ● |              | ● |     |   | ●            |   |     |   |              | ● |
| Unfold Tool                        | Works on ACIS solid and surface objects.   |     | ● |              | ● |     |   | ●            |   |     |   |              | ● |
| <b>RENDERING/VISUALIZATION</b>     |  |     |   |              |   |     |   |              |   |     |   |              |   |
| Render Styles                      | Easily render using pre-defined styles that optimize dozens of settings for specific effects, photorealistic or non-photorealistic.  |     |   |              | ● | ●   | ● | ●            | ● | ●   | ● | ●            | ● |
| Render Style Editor                | Allows for unlimited new styles to be created for one-click access.  |     |   |              | ● | ●   | ● | ●            | ● | ●   | ● | ●            | ● |
| Materials to Facet                 | Drag and drop materials from the Material Palette onto a 3D objects's face.  |     |   |              | ● | ●   | ● | ●            | ● | ●   | ● | ●            | ● |

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| LightWorks® Rendering Engine                  | Added to v18 - A major upgrade of the render engine provides progressive, ray-traced rendering, improving workflow by generating fast estimates of the image and an early preview of light settings. Multi-threading support is added. Anti-aliasing for geometry & materials is also improved. Added to v16 - Global illumination, final gather, tone mapping, gamma correction, new material shaders, and advanced shader descriptions added. | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Material Scaling                              | Accurately scale materials and preview changes on the fly.  | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| <b>INTEROPERABILITY &amp; PROGRAMMABILITY</b> |   |     |    |              |    |     |    |              |    |     |    |              |    |
| Ruby Scripting                                | Added to v18 - Scripting language, compatible with Google SketchUp Ruby scripts, that uses the Ruby Scripting Console for writing program scripts suitable for both mechanical and architectural design.  |     |    |              |    |     |    |              |    |     |    | ●            | ●  |
| Software Developers' Kit (SDK)                | Added to v18 - New samples and .NET support. Added to v17 - New example code, additional function, updated documentation, and object definitions.   | ○   | ○  | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| .DWG/.DXF                                     | Added to v18 - 2011 format support. More AutoCAD® compatible layers. Added to v17 - 2010 format support. Index color support. Define line weight for import. Import Multi-Leader objects and styles. Support Layer Filters. Added to v16 - Support Xrefs.   | ○   | ○  | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| .SKP (Google SketchUp)                        | Added to v18 - read/write up to Google™ SketchUp™ v8. Added to v17 - Improved export filter. Added to v16 - Export added while .SKP import (v5, v6, v7) creates a paper space with a viewport set to proper visibility for each scene.  | ○   | ○  | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Color Table (CTB) Print Style Support         | AutoCAD® Color Table (.CTB) file support.   |     |    |              |    | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| COLLADA (.DAE) Export                         | Added to v17 - Major update includes layer and instances. New in v15, COLLADA offers works well with Google™ SketchUp™, Google Earth, and a growing number of other platforms.  | ○   | ○  | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Proxy Object support (.TCW)                   | Save proxy object option allows for faster file opening; TC Deluxe and Designer will be able to display (Pro specific) proxy objects.   |     |    |              |    | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| .EPS  | Updated and improved file import capabilities.  |     |    | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| .3DM (Rhinoceros®)                            | Import and export to Rhinoceros.  |     |    | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| .ASAT File Import/Export                      | Store 3D objects and block/inserts in ASAT files.   | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| .STEP and .IGES                               | Improved file filter performance.   | ○   | ○  | ○            | ○  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| .OBJ File Import/Export                       | OBJ support for polygonal models and free form models.  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| .3DS File Import Export                       | Improved interoperability with Autodesk® 3ds Max®.  | ○   | ○  | ●            | ●  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| <b>DATA MANAGEMENT</b>                        |   |     |    |              |    |     |    |              |    |     |    |              |    |
| Datbase Options                               | Added to v18 - Extract attributes from Blocks and Xrefs   |     |    |              |    |     |    |              |    |     |    | ●            | ●  |

# What's New Since You Last Upgraded

| Feature                      | Description   | Pro |    | Pro Platinum |    | Pro |    | Pro Platinum |    |
|------------------------------|---|-----|----|--------------|----|-----|----|--------------|----|
|                              |   | 15  | 16 | 17           | 18 | 15  | 16 | 17           | 18 |
| Database Connect Palette     | Integration of objects and blocks with external ODBC (Object Database Connectivity) data on either your local machine or any remote data sources.   |     |    | ●            | ●  | ●   | ●  | ●            | ●  |
| Bill of Materials/Parts List | Report on object properties and block attributes, assign custom attributes, or adjust the query to produce custom reports. Easily convert the report into a table as a new TurboCAD object. | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Support of Table Object      | Convert a Bill of Materials report into a table, create a table, or import a table from a .DWG or .DXF file.  | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |
| Fill Schedule Wizard         | Easily create and fill the schedule table with drawing information.   | ●   | ●  | ●            | ●  | ●   | ●  | ●            | ●  |

- Good - Feature introduced, but improved with later versions
- Better - Feature has been further enhanced
- Best - The latest, fully up-to-date technology