

# Version by Version Enhancements to TurboCAD Pro and Pro Platinum

Feature	Description	18		19		20		21		2015	
		Pro	Platinum	Pro	Platinum	Pro	Platinum	Pro	Platinum	Pro	Platinum
<b>Drafting/Detailing, Usability :</b>											
Draw by Layer PLUS	A new setting, "Apply general property changes to all tool presets" allows you to draw By Layer and more. When changes are made to the properties (Layer, Pen and Brush) of a selected tool, those changes are made to all tools. The result is a more AutoCAD® like workflow.			●	●	●	●	●	●	●	●
Drawing Compare	Instantly identify the difference between two CAD drawings, raster images, or PDF files.			●	●	●	●	●	●	●	●
Dual Interface Options	Easily switch between a traditional TurboCAD UI and the TurboCAD LTE UI, an AutoCAD work-a-like mode that includes dynamic input and a command line					●	●	●	●	●	●
Entity Marks	Create custom marks to track, or count objects, and add information using Property Sets and Multi-blocks. • Property Set Definitions – Create custom information for objects, and derive custom information from object geometry. • Multi-View Blocks – Define composites of blocks that can vary their appearance depending upon viewpoint.						●		●		●
Block/Group Editing	While in block/group edit mode, snap to objects outside the block or group.										●
ePack File Packaging	Collect all associated files, SHX fonts, and Xrefs into a common folder for easy distribution.				●		●		●		●
Export Coordinate Data	Derive point data from the geometry in models and drawings and export the data in a standard CSV format.						●		●		●
Hatch Pattern Creator	Plug-in for quickly creating repeating patterns now a part of the application			●	●	●	●	●	●	●	●
Sorted Layers in Drop Down Lists	The Layers in the drop down and simple lists are sorted as per the Design Director. If you change the control view order in Design Director the same ordering will be in all other Layer controls.									●	●
Page Layout Wizard	This utility allows you to rapidly create 2D layouts from you existing 3D model/s. Two mode are provided to facilitate optimum results for either Architectual or Mechanical models. Layout preferences can be saved and used for later models.				●	●	●	●	●	●	●
PDF Underlay	Ability to import (raster)PDF and use it as a tracing layer with snaps	●	●	●	●	●	●	●	●	●	●
Print Window	Effortlessly create printouts by specifying any desired area of a drawing					●	●	●	●	●	●

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Protractor	Place a virtual protractor on your drawing to more easily create construction lines in 2D and 3D.							●	●	●	●	●	●
Purge	Tool to remove unused objects from Model Space and Paper Space	●	●	●	●	●	●	●	●	●	●	●	●
Super Selector Modes	<ul style="list-style-type: none"> <li>Window Polygon mode - objects completely inside closed polygon will be selected</li> <li>Crossing Polygon mode - objects crossed by or within a closed polygon will be selected.</li> <li>Fence mode - objects crossed by an open polygon (fence) will be selected.</li> <li>Rectangular mode - the standard bi-directional rectangle selector.</li> </ul>							●	●	●	●	●	●
Conceptual Selector	Manipulate and modify 3D objects like never before. The totally flexible design of the Conceptual Selector allows users to customize any visual and editing parameters available in the application (eg. Move, scale, or rotate).											●	●
Stellated Polygon	Create star-shaped polygon objects in two clicks, and quickly adjust a variety of properties.							●	●	●	●	●	●
Associative Viewport Dimensions	Add dimensions to an object through a viewport in paperspace and the dimensions will update if the model changes.			●	●	●	●	●	●	●	●	●	●
Rotate View with Viewport	Synchronize the rotation of viewports and views while retaining the possibility of discreet rotation.									●	●	●	●
Patterns from Compound Profiles	Use the 2D elements of patterns for 3D object creation via Compound Profiles								●		●		●
Hole Operations	Pattern points defined by 2D patterns can be used for 3D hole operations.								●		●		●
Drafting Object Reference Point	Manually redefine the reference points of drafting objects so you can adapt to changes in the model.							●	●	●	●	●	●
Dimension Function	Linear and angular dimension tools allow users to specify a fixed length for line extensions and the value for that length.							●	●	●	●	●	●
Custom Text Formatting for Dimensioning	Includes bolding, superscript, subscript, italics, support for multiple font scales, and multi-line.									●	●	●	●
Dimension Text	Added to v21 - Edit dimension text from inside the dimension tool using the local menu, for added flexibility and improved productivity. Added in 2015 - Dimension Text can be set to Non-rotatable. With this property selected, dimension text will always face the user no matter the orientation of the drawing.									●	●	●	●
Area Units	Specify Area Units discretely from Linear Units. Example - Measure area in feet and distance in inches. (Metric also)									●	●	●	●



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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. Added to v21 - Options to dynamically modify fillets, bends, and/or cylindrical radii. 2015 version added multiple selection, so you can manipulate several coplanar faces simultaneously. Also thicken ACIS surfaces and dynamically switch between Quick Pull and Imprint modes.	●	●	●	●	●	●	●	●	●	●	●	●
Smooth Surface Meshes, Design and Editing tools	Use existing 3D modeling tools like Box and Sphere to create a smooth surface mesh (SMESH). Users can set values to specify the tessellation, or resolution, of the resulting SMESH. This form of 3D object creation allows for easier and more rapid creation of organic shapes. v19 included editing tools to control smoothness, move the edges and faces, create a crease, merge, evenly split, or refine a face. v20 added the ability to split a face more precisely and extrude a face along a path. Added in 2015 a set of tools for editing a SMESH as symmetrical model.				○		●		●		●		●
ACIS Faceting Algorithm	New algorithm gives more adequate results and adds options to the ACIS faceter properties.								●		●		●
Faceter Properties	Control the facet resolution of the display for improved productivity.								●		●		●
Slice Any Solid with a (ACIS) Surface	Any flat or curved plane in space can be used to bisect a solid.								●		●		●
Drafting Object Break	Use a conventional break to abbreviate the display of long drafting objects. TurboCAD 2015 supports multiple breaks per drafting object.										○		●
Selector Option for 3D Booleans	Use one of the new super selector modes (Rectangular, Window Polygon, Crossing Polygon or Fence) to easily select multiple objects for 3D Boolean operations (3D add, 3D Subtract, and 3D Slice).						●		●		●		●
Edit Tool option "Node Filter"	Select a subset of nodes on objects with a large number of nodes to optimize performance & ease of use.								●		●		●
Edit Tool option "Workplane by 3D object"	On/off 'Workplane by 3D object' option was added to the Edit Tool.								●		●		●







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<b>Performance, UI</b>													
64-Bit Support	Load, process, and render much larger CAD files			●	●	●	●	●	●	●	●	●	●
Bi-Directional Selector	Left and Right Drag selection of objects with mouse, comparable to AutoCAD and TurboCAD LTE. Left drag selects all objects contained completely within the (blue-colored) selection fence; while Right drag selects any object partially enclosed within the (green-colored ) selection fence.	●	●	●	●	●	●	●	●	●	●	●	●
Multi-Threading Support	ACIS operations that include two and more objects (i.e.e Boolean operations, face to face lofting, extrude to face, imprint, etc.) now support multi-threading, so these operations execute much faster now	○	○	○	○	○	○	○	○	○	○	○	○
Drawing Performance	Huge speed improvement in panning, zooming, and rotating objects with addition of Redway engine which takes advantage of GPU-based graphics cards so speed increases in wireframe mode. Added to v18 - Support in hidden line, draft rendering, and wireframe modes. Added to v20 - "Show object while dragging", rapid update, faster undo/redo, and manipulate "heavy" bodies in real-time. Improved in v21 - The selector dragger drawn as a RedSDK object in RedSDK mode. This got rid of the blinking when moving the camera or scrolling.	○	○	○	○	○	○	○	○	○	○	○	○
Modern User Interface	Updated program icons and menu colors to a more contemporary look, with option to return to the classic UI. Added in 2015 - Resize dialog boxes as needed for the design environment. Adjust the screen size, resolution, and more. Works with the majority of dialog boxes including general property pages, multiline text, dimensions, program setup, and Drawing options pages.			○	○	○	○	○	○	○	○	○	○

## LEGEND

Partial Implementation



More work can be done to improve feature



Full feature implementation

