

# Platform Comparison Matrix

	Windows	Mac
<b>USER INTERACTION</b>		
Command Line	✓	✓
Multifunctional Grips	✓	✓
Dynamic Input	✓	✓
Auto-Complete Command Entry	✓	✓
Hide and Isolate Objects	✓	✓
Create and Select Similar Objects	✓	✓
Delete Duplicate Objects	✓	✓
Properties Palette	✓	✓
Quick Properties Palette	✓	
Quick View	✓	✓
In-Canvas Viewport Controls	✓	✓
Editable UCS Icon	✓	✓
Layer Tools <sup>1</sup>	✓	✓
Layer Groups	✓	✓
Layer State Manager <sup>2</sup>	✓	
New Layer Notification	✓	
Filter	✓	
Quick Select	✓	
DesignCenter	✓	
Tool Palettes	✓	
Content Palette		✓
Navigation Bar	✓	
ShowMotion	✓	
Coverflow Navigation		✓
Multi-touch Gestures		✓
<sup>1</sup> Auto-complete may include commands and system variables that are not currently defined for Mac. System variables for missing features may still be editable but will have no effect if the accompanying feature is not included. They have been kept to help preserve scripting compatibility.		
<sup>2</sup> Fundamental layer state operations can still be performed using the stAte option in the -LAYER command or using the layerstate-xxx AutoLISP functions.		
<sup>3</sup> Unavailable commands include: LAYCUR, LAYDEL, LAYMRG, LAYWALK, AND LAYVPI		

	Windows	Mac
<b>DOCUMENTATION FEATURES</b>		
Geometry Creation & Measurement Tools	✓	✓
Parametric Constraints	✓	✓
Associative Arrays	✓	✓
Copy Array	✓	✓
Object and Layer Transparency	✓	✓
Strike-through Text	✓	✓
Blend Curves	✓	✓
Multiple Hatch Editing	✓	✓
Sheet Set Manager	✓	
Project Manager		✓
Dynamic Blocks	✓	✓
Model Documentation Tools	✓	
Geographic Location	✓	
Table Style Editing	✓	
Hatch Creation Preview	✓	
Multiline Style Creation	✓	
Digitizer Integration	✓	
Change Space	✓	
Express Tools <sup>1</sup>	✓	
<sup>1</sup> Dynamic blocks created in Windows can be inserted and used on a Mac, but they cannot be modified.		
<sup>2</sup> Some former Express Tools, including OVERKILL, are now included in the core feature set for both Windows and Mac.		
<b>DESIGN FEATURES</b>		
Solid Modeling	✓	✓
Mesh Modeling	✓	✓
Surface Modeling	✓	✓
Associative Surfaces	✓	✓
Surface Curve Extraction	✓	✓
PressPull	✓	✓
Autodesk Materials Library	✓	✓
Material Creation, Editing, and Mapping	✓	
Basic Rendering	✓	✓
Sun Properties	✓	✓
Visual Styles	✓	✓
Advanced Rendering Settings	✓	
Camera Creation	✓	
Walkthroughs, Flybys, and Animations	✓	
Point Cloud Support	✓	
<sup>1</sup> On a Mac, these are found in the Properties Inspector. New visual styles may be created with VISUALSTYLES.		

	Windows	Mac
<b>CONNECTIVITY FEATURES</b>		
External References (DWG)	✓	✓
Image Underlays	✓	✓
PDF Underlays	✓	✓
DWF Underlays	✓	
DGN Underlays	✓	
In-place Editing of DWG References	✓	✓
Batch Publish	✓	✓
Publish or Plot to PDF	✓	✓
Plot Styles	✓	✓
Plot Style Table Editor	✓	✓
AutoCAD WS Connectivity	✓	✓
Autodesk 360 Connectivity	✓	
Data Links	✓	
Data Extraction	✓	
Hyperlinks	✓	
Markup Set Manager	✓	
dbConnect Manager	✓	
eTransmit	✓	
WMF Import and Export	✓	
FBX Import and Export	✓	
SAT Import and Export	✓	✓
Additional Model Import	✓	
<b>LICENSING FEATURES</b>		
Standalone Licensing	✓	✓
Network Licensing	✓	✓
Cross-Platform Licensing	✓	✓
Online License Transfer Utility	✓	✓

	Windows	Mac
<b>CUSTOMIZATION FEATURES</b>		
CUI Files (Customizable Menus, Buttons, Toolsets/Toolbars)	✓	✓
Command Aliases	✓	✓
Ribbon Customization	✓	
Right-click Menus, Keyboard Shortcuts, and Double-Click Customization	✓	
ObjectARX	✓	✓
LISP	✓	✓
VisualLISP	✓	
.NET	✓	
VBA	✓	
DCL Dialogs	✓	
Action Recorder and Action Macros	✓	
Reference Manager (Standalone Application)	✓	
Dynamic Block Authoring	✓	
Custom Dictionaries	✓	
Password-protected Drawings	✓	
Digital Signatures	✓	
Workspaces	✓	
User Profiles	✓	
Migration Tools	✓	
CAD Standards Tools	✓	
CUI Import and Export	✓	

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