

| LusoCAD For Mac Functions            |  | Trial Version              | STD | PRO |
|--------------------------------------|--|----------------------------|-----|-----|
| 2D and 3D Views                      | DWG, DWS, DXF formats                              | ✓                          | ✓   | ✓   |
|                                      | PDF, DWF/DWFX, DGN, SVG, WMF formats               | ✓                          | ✓   | ✓   |
|                                      | DST Sheet Set                                      | ✓                          | ✓   | ✓   |
| 2D Solid Editing                     | Copy (COPYCLIP, COPYBASE)                          | No more than 2000 entities | ✓   | ✓   |
|                                      | Cut (CUTCLIP)                                      | No more than 2000 entities | ✓   | ✓   |
|                                      | Statistic Summation (KLL01)                        | ×                          | ×   | ✓   |
| Print                                | Save (SAVE, QSAVE, SAVEAS, SAVEALL)                | No more than 2000 entities | ✓   | ✓   |
|                                      | Export (EXPORT)                                    | No more than 2000 entities | ✓   | ✓   |
|                                      | Write Block (WBLOCK)                               | No more than 2000 entities | ✓   | ✓   |
|                                      | Electronic Transmit (ETRANSMIT)                    | No more than 2000 entities | ✓   | ✓   |
|                                      | Arrange Frame Automatically (ZDPT, FRAMEAR)        | No more than 2000 entities | ✓   | ✓   |
|                                      | Plot (PLOT)  | Official watermark         | ✓   | ✓   |
|                                      | Batch Print (BP)                                   | Official watermark         | ✓   | ✓   |
|                                      | Publish (PUBLISH, AUTOPUBLISH)                     | Official watermark         | ✓   | ✓   |
| Dynamic Block                        | Block Editor (BEDIT, BCLOSE)                       | ✓                          | ✓   | ✓   |
|                                      | Save Block (BSAVE, BSAVEAS)                        | ✓                          | ✓   | ✓   |
|                                      | Attribute Definition (ATTDEF)                      | ✓                          | ✓   | ✓   |
|                                      | Block Attribute Order (BATTORDER)                  | ✓                          | ✓   | ✓   |
|                                      | Add Actions (BACTION, BACTIONSET, BACTIONTOOL)     | ×                          | ×   | ✓   |
|                                      | Add Parameter (BPARAMETER)                         | ×                          | ×   | ✓   |
|                                      | Associates an Action with a Parameter (BASSOCIATE) | ×                          | ×   | ✓   |
|                                      | Edit Parameter Grips (BGRIPSET)                    | ×                          | ×   | ✓   |
|                                      | Block Authoring Palette (BAUTHORPALETTE)           | ×                          | ×   | ✓   |
|                                      | Block Property Table (BTABLE, BLOOKUPTABLE)        | ×                          | ×   | ✓   |
| Visibility (BVSTATE, BVSHOW, BVHIDE) | ×  | ×                          | ✓   |     |

| LusoCAD For Mac Functions    |  | Trial Version | STD | PRO |
|------------------------------|--|---------------|-----|-----|
| 3D File Import and Export    | Open STEP format (STPIMPORT)   | ×             | ×   | ✓   |
|                              | Open IGES format (IGSIMPORT)   | ×             | ×   | ✓   |
|                              | Open RVT format* (RVTIMPORT)   | ×             | ×   | ✓   |
|                              | Open 3DS, DAE, FBX, OBJ, PLY, STL formats (OPEN3RD)                    | ×             | ×   | ✓   |
|                              | 3D Studio File Import (3DSIN)  | ×             | ×   | ✓   |
|                              | ACIS file import and export (ACISIN, ACISOUT)                          | ×             | ×   | ✓   |
|                              | IFC file import and export (IFCIMPORT, IFCEXPORT *)                    | ×             | ×   | ✓   |
|                              | BIM panels (STRUCTUREPANEL, STRUCTUREPANELCLOSE, STRUCTUREPANELUPDATE) | ×             | ×   | ✓   |
| 3D Modeling                  | 3D Polyline (3DPOLY)   | ✓             | ✓   | ✓   |
|                              | Helix (HELIX)  | ✓             | ✓   | ✓   |
|                              | Box (BOX)  | ×             | ×   | ✓   |
|                              | Wedge (WEDGE)  | ×             | ×   | ✓   |
|                              | Cone (CONE)  | ×             | ×   | ✓   |
|                              | Cylinder (CYLINDER)  | ×             | ×   | ✓   |
|                              | Sphere (SPHERE, DOME *, DISH *)  | ×             | ×   | ✓   |
|                              | Torus (TORUS)  | ×             | ×   | ✓   |
|                              | Pyramid (PYRAMID)  | ×             | ×   | ✓   |
|                              | Polysolid* (POLYSOLID)   | ×             | ×   | ✓   |
|                              | Region (REGION)  | ×             | ×   | ✓   |
|                              | Mass Properties (MASSPROP)   | ×             | ×   | ✓   |
|                              | Extrude* (EXTRUDE)   | ×             | ×   | ✓   |
|                              | Revolve* (REVOLVE)   | ×             | ×   | ✓   |
|                              | Sweep* (SWEEP)   | ×             | ×   | ✓   |
|                              | Loft (LOFT)  | ×             | ×   | ✓   |
|                              | Section (SECTION)  | ×             | ×   | ✓   |
| Section Plane (SECTIONPLANE) | ×  | ×             | ✓   |     |

| LusoCAD For Mac Functions    |  | Trial Version | STD | PRO |
|------------------------------|--|---------------|-----|-----|
|                              | Live Section (LIVESECTION)   | ×             | ×   | ✓   |
|                              | Add Jogged Segment(SECTIONPLANEJOG)  | ×             | ×   | ✓   |
|                              | Generate Section* (SECTIONPLANETOBLOCK)  | ×             | ×   | ✓   |
|                              | Section Plane Settings (SECTIONPLANESETTINGS)  | ×             | ×   | ✓   |
|                              | Flat Shot (FLATSHOT)   | ×             | ×   | ✓   |
| 3D Operation                 | 3D MOVE (3DMOVE)   | ✓             | ✓   | ✓   |
|                              | 3D Rotate (3DROTATE, ROTATE3D)   | ✓             | ✓   | ✓   |
|                              | 3D Align(3DALIGN)  | ✓             | ✓   | ✓   |
|                              | 3D Mirror(MIRROR3D)  | ✓             | ✓   | ✓   |
|                              | 3D Array (3DARRAY)   | ✓             | ✓   | ✓   |
|                              | 3D Scale (3DSCALE)   | ✓             | ✓   | ✓   |
|                              | Thicken (THICKEN)  | ✓             | ✓   | ✓   |
|                              | Slice (SLICE)  | ×             | ×   | ✓   |
|                              | Interference checking (INTERFERE)  | ×             | ×   | ✓   |
|                              | Convert to Solid (CONVTOSOLID)   | ×             | ×   | ✓   |
|                              | Convert to Surface (CONVTOSURFACE)   | ×             | ×   | ✓   |
| Convert to Mesh (CONVTOMESH) | ×  | ×             | ✓   |     |
| 3D Solid Editing             | Visibility of 3D face edges (EDGE)   | ✓             | ✓   | ✓   |
|                              | Parallel/Perspective View (DVIEW)  | ✓             | ✓   | ✓   |
|                              | 3D Boolean operations (UNION, INTERSECT, SUBTRACT)   | ×             | ×   | ✓   |
|                              | Extract Edges, Imprint Edges, Fillet edge, Chamfer edge, Color edge, Copy Edges (XEDGES, IMPRINT, FILLETEDGE *, CHAMFEREDGE) | ×             | ×   | ✓   |
|                              | Extrude Faces, Tape Faces, Move Faces, Copy Faces, Offset Faces, Delete Faces, Rotate Faces, Color Faces (SOLIDEDIT)         | ×             | ×   | ✓   |
|                              | Clean, Seprate, shell, check (SOLIDEDIT)   | ×             | ×   | ✓   |

| LusoCAD For Mac Functions              |   | Trial Version | STD | PRO |
|--|---|---------------|-----|-----|
|  | Visual Styles Manager (VISUALSTYLES, VISUALSTYLESCLOSE) | ×             | ×   | ✓   |
|  | Modeling Setup - View (SOLVIEW)                         | ×             | ×   | ✓   |
|  | Modeling Setup - Drawing (SOLDRAW)                      | ×             | ×   | ✓   |
|  | Modeling Setup - Profile (SOLPROF)                      | ×             | ×   | ✓   |
| Surface                                | Planar Surface* (PLANESURF)                             | ×             | ×   | ✓   |
|  | Offset Surfaces* (SURFOFFSET)                           | ×             | ×   | ✓   |
|  | Convert to NURBS (CONVTONURBS)                          | ×             | ×   | ✓   |
|  | NURBS Editing (CVSHOW, CVHIDE, CVADD, CVREMOVE)         | ×             | ×   | ✓   |
| Grid                                   | 3D mesh (MESH, 3DMESH)                                  | ✓             | ✓   | ✓   |
|  | 3D Surface (3DFACE, PFACE)                              | ✓             | ✓   | ✓   |
|  | Tabulated Mesh (TABSURF)                                | ✓             | ✓   | ✓   |
|  | Revolved Mesh (REVSURF)                                 | ✓             | ✓   | ✓   |
|  | Ruled Mesh (RULESURF)                                   | ✓             | ✓   | ✓   |
| Rendering                              | Light (LIGHT)   | ✓             | ✓   | ✓   |
|  | Free Spot (FREESPOT)                                    | ✓             | ✓   | ✓   |
|  | Free Web Light (FREEWEB)                                | ✓             | ✓   | ✓   |
|  | Target Point Light (TARGETPOINT)                        | ✓             | ✓   | ✓   |
|  | Point Light (POINTLIGHT)                                | ×             | ×   | ✓   |
|  | Web Light (WEBLIGHT)                                    | ×             | ×   | ✓   |
|  | New Spotlight (SPOTLIGHT)                               | ×             | ×   | ✓   |
|  | New Distant Light (DISTANTLIGHT)                        | ×             | ×   | ✓   |
|  | Light List (LIGHTLIST)                                  | ×             | ×   | ✓   |
|  | Render (RENDER)   | ×             | ×   | ✓   |
| Materials *(MATERIALS, MATERIALASSIGN) | ×   | ×             | ✓   |     |

**Remark:** \* indicates that the function is not yet supported and will be provided soon.