

Cameo Collaborator for TWC vs Cameo Collaborator for Alfresco

The following table explains the key differences between Cameo Collaborator for Teamwork Cloud and Cameo Collaborator for Alfresco:

Aspect	Cameo Collaborator for Alfresco	Cameo Collaborator for Teamwork Cloud
Licencing		
Licensing based on connection count (free, 5, 10, 25, 50, 75, 100, unlimited)	+	+
Templates and customizations		
Predefined templates for different domains: SysML, UPDM, UAF, UML, BPMN, Requirements	+	+
Customization based on Views&Viewpoints modeling	+	+
Portal view		
Form factors	Desktop only	• Desktop • Touch desktop • Tablet • Smartphone (iOS & Android)
Model-like views	+	+
Document-like views	+	+
Search in a portal	+	+
Sorting and filtering in table columns	+	+
Saving images to the file system/opening images in new tabs	+	+
Vector graphics-based diagrams	-	+
Authentication		
Native user support, LDAP integration	+	+
Smart cards (e.g. CAC)	-	+
SAML-based authentication (e.g., we do support ForgeRock via SAML)	-	+
Mutual SSL support (no need to have smart cards, only public/private keys are necessary)	-	+
Single sign-on	+	+
Commenting		
Textual commenting	+	+
Graphical commenting	+	+
Comment callouts in diagrams	+	+
Comment sorting	+	-
Comment filtering by resolution status	+	+
Comment filtering by author, subject, body, and priority	Only by author	+
Comment filtering by the scope	+	-
Anonymous commenting	+	+
Comment export to Microsoft Word	+	-
Notifications via emails	+	+

Subscriptions to receive emails once per day, week, or month	+	-
Dashboard/resource manager		
Folders	+	One level folders only
Sites	+	-
Workflows	+	-
Anonymous access to portals	+	+
Automatic/nightly publishing of portals	+	+
Infrastructure, scalability, and form factors		
All data is stored in	Alfresco	Teamwork Cloud
Can easily scale across many nodes	-	+
Does not require to maintain a separate database from the one where models are stored	-	+
Works with Teamwork Server	+	-
Works with Teamwork Cloud	-	+
Works with local MagicDraw files (models)	+	-