

GENERAL DATA MODELING	Enterprise	Standard
Standard modeling support		
Automatic propagation of a foreign key from parent to child entities in a logical model	Х	Х
Automatic propagation of a foreign key from parent to child entities in a physical model	Х	Х
Automatic Removal of foreign key upon Relationship Deletion	Х	Х
Automatic propagation of PK column data type changes	Х	Х
Supports the IDEF 1X notation for logical modeling	Х	Х
Supports the IDEF 1X notation for physical modeling	Х	Х
Supports the Information Engineering (IE or Crows Feet) Notation for logical modeling	Х	Х
Supports the Information Engineering (IE or Crows Feet) Notation for physical modeling	Х	Х
Supports a unique/specific Logical modeling environment	Х	Х
Supports multiple physical models and easily derives individual physical models from logical model	х	Х
Supports dimensional modeling with ability to model star and snowflake schemas	Х	Х
Compare and merge changes between logical and physical models	Х	Х
Compare and merge two separate logical models	Х	Х
Compare and merge changes between physical models of the same DBMS	Х	Х
Performs common denormalization techniques like roll up, roll down, horizontal and vertical splitting, table merging and column mapping	Х	х
Establishes a logical and physical model upon completing a reverse engineering of a database or script file	Х	Х
Performs standard validation checks for logical and physical models	х	Х
Validation while on-screen editing indicates to the user that standard object field lengths have been exceeded while inputting entity/attribute names on screen	х	x
Subject Area Management	Х	Х
Breaks down large diagrams into smaller subject areas and automatically updates changes to the main model	×	Х
Nest subject areas within other subject areas	х	Х
Rearrange the sub model hierarchy via drag and drop capability	х	Х
Automatically add related objects to a sub model/subject area/package	х	Х
Customize subject areas and sub models with different layouts, colors and font settings	х	Х
Naming Standards Support	Х	Х
Implement customized naming standards for logical names, physical names and translation between logical and physical	х	х
Encapsulate a version or set of standards in a template/file so they can be reused across models	х	Х
Includes naming standard utility to apply naming standards to an entire model	Х	Х
Override global naming standards on the entity, table, attribute or column level	Х	Х
Product must provide a way to override global naming standards on an attribute/column level	Х	Х
Freeze object names that cannot be changed under any circumstances (i.e., the object may be implemented in production while other portions of the model are new)	x	×
Native XML Schema Support	Х	Х
Includes native wizard to build custom XML schemas from a logical or physical sub model/subject area	Х	Х
Translate entities into complex type or elements	Х	Х
Translate domains and attributes into elements, attributes or simple types	Х	Х
Translate reference values / allowed values into enumerations	Х	Х
Incorporate naming standards to translate names in XSD target files	X	×

GENERAL LOGICAL MODELING	Enterprise	Standard
Logical Modeling		
Provides a separate modeling environment for logical modeling than physical models	Х	Х
Provides modeling of database views in the logical model in preparation of DBMS-specific model generation	X	Х
Supports data model fundamentals in propagating Foreign Keys when relationships are established between entities	X	Х
Diagrammatically hide foreign keys for conceptual presentations	Х	Х
Generate UML class structures from logical entities	X	Х
Support Logical Versus Physical Nomenclature for objects	X	Х
Supports Logical and Physical where used information	Х	X
Shows how logical entities, attributes and views are represented in each physical model	X	Х
Visually see sub model or subject area "Where Used" within Entity or Table Editor	Х	X
Visually see how a logical entity relates to many physical tables in Physical Model(s)	Х	Х
Customize logical and physical mappings between entities and tables and attributes and columns	Х	Х
Navigate between related logical and physical entities/tables	Х	Х
Data Dictionary System		
Support an ability to access and reuse common elements	Х	Х
Establishes Reusable Domain System Across Data Models	Х	Х
Supports Reusable User Defined Type System Across Data Models	Х	Х
Supports a reusable Rule/Constraint system both logically and physically	Х	Х
Includes an internally managed system for Allowed Valued (Reference or Lookup Data) that can be reused across the model	х	х
Provides the user with a simple means to display where dictionary elements have been distributed to for impact analysis	x	Х
Meta Model Extensibility		
Product must be able to support user-defined meta model extensions simply and efficiently	Х	Х
Classify types of extended meta data by object class	Х	Х
Ability to "push" Attached Extended Meta Data to desired objects	Х	Х
Easily see where extended meta data has been bound to, object by object.	Х	Х
Product's object property editors must provide a UI to access extended meta data	Х	Х
Ability to access external source files and launch them for view/edit purposes from within the modeling product itself.	х	х
Data Security Management		
Easily capture security metadata	х	Х
Provides method for classifying the security impact of data	х	Х
Allows model objects to be mapped to compliance regulations such as SOX or HIPPA	Х	Х
Assign privacy levels of data within a model, sub model, table or column	Х	Х

GENERAL PHYSICAL MODELING	Enterprise	Standard
Connects to data sources through 3rd party ODBC drivers	X	X
Connects to data sources through DBMS client software	х	Х
General Reverse Engineering functionality	х	Х
Provides a list of owners whose objects can be reverse engineered into a physical model	Х	Х
Filter by object type to reverse engineer into a physical model	х	Х
Filter a list of tables/views to reverse engineer into a physical model	Х	Х
Infer primary and foreign keys during the reverse engineer process	Х	Х
Build a domain list based on columns in the database to help enforce and promote standardization and reuse	Х	Х
Connect to data sources through 3rd party ODBC drivers for forward engineering via ODBC	Х	Х
Connect to data sources through DBMS client software for forward engineering via native client connections	Х	Х
Provides a list of tables/views to reverse engineer into a physical model	Х	Х
Produce a .SQL script based upon selected objects	Х	Х

GENERAL PHYSICAL MODELING (CONTINUED)	Enterprise	Standard
Produce separate .SQL files for each model object so that they can be place easily into source code systems	X	X
Forward engineer selected objects directly to database	Х	Х
Modify database structures based upon changes to model	Х	х
Diagram updates when changes occur in the database	Х	Х
Push changes up to the logical model from the physical model/database	Х	Х
Data Movement / ETL management	Х	Х
Captures ETL mappings and data movement rules	Х	Х
Capture data movement rules to document the behavior of the data in a table when inserted, updated, archived, purged, etc	X	×
Capture source column mappings and transform logic/description	×	X
Capture target column mappings and transform logic/description	X	X
Capture multiple levels of source/target mapping to represent lineage of the data	X	X
Capacity Planning functionality	×	X
Manage and estimate growth of data for a physical model	X	X
Store row count info for each table	X	X
Reverse engineer growth metrics from live database	X	X
Assign different growth rates for each table based on business rules	×	×
Allow for multiple growth rate types like "by row" or "by percent"	X	X
Parser-support between physical model objects	X	X
Supports strong parsing technology to establish ties between precompiled database code (stored procedures)	)	
and the tables that may be dependant upon them	Х	Х
Automatically detect table dependency from stored procedure code	х	X
Provides UI to easily determine object 'dependants' for impact analysis	Х	X
Propagates updates automatically to code when referenced objects are changed	X	X
Allows user to access object CREATE code from individual object editors before code generation utilities	х	X
Color Coded DDL Syntax that displays database reserved words/key words in traditional color-coded syntax within the product	X	X
Represent physical objects like procedures, packages, functions, tablespaces and their dependencies on the model	×	х
Automatically link Database Views to Tables upon reverse engineering	Х	X
Database Security Objects and Grants	Х	X
Reverse and forward engineer database security objects and permissions	Х	X
Manage database users and associated GRANT statements	Х	X
Manage database roles and associated GRANT statements	Х	X
DBMS Platforms Supported*	Х	Х
Informix® Online and SE	Х	X
Informix 9.x dynamic server	X	X
InterBase® 4, 2007	X	X
Hitachi® HiRDB	Х	X
IBM® DB2® 5.x, 6.x, 7.x, 8.x & 9.x for LUW, 5.x, 6.x, 7.x & 8.x for z/OS® & iSeries V4R5 and V5R2	X	X
Informix® Online and SE	Х	Х
Informix 9.x dynamic server	X	X
InterBase® 4	×	×
Microsoft® Access 2.0, 95, 97 & 2000	Х	×
Microsoft SQL Server 6.5, 7, 2000 & 2005	X	×
Microsoft Visual FoxPro® 3, 4, 5	X	×
MySQL® 3.x, 4.x, 5.x	X	X
NCR® Teradata® V2R4, V2R5, V2R6	X	X
NCK Teradata VZK4, VZK3, VZK0		
Oracle® 7.3.x, 8.x, 9i, 10g, 11g	Х	X

GENERAL PHYSICAL MODELING (CONTINUED)	Enterprise	Standard
Sybase® Adaptive Server® Enterprise (ASE) 11.9.2, 12.x, 12.5, 15.0	x	X
Sybase Adaptive Server Anywhere (ASA) 5, 6, 7, 8, 9, 10	х	Х
Sybase IQ 12.x	х	Х
Sybase Watcom SQL	х	х

GENERAL REPORTING	Enterprise	Standard
Output model information to RTF-readable formats (like Microsoft Word)	Х	Х
Produce Reports in HTML format	Х	Х
Reports allows externally 'bound' documentation to be displayed directly within the body of the HTML report through OLE technology	×	х
Reports include a navigable, legible, read-only version of the data model	Х	Х
Allows navigation to reported meta data by clicking on model objects in HTML Data Model Image	Х	Х
Reports offer a list of objects contained within the report and hyperlink them to their information	Х	×
Generate model meta data to XLS format	Х	Х
Produce W-3-C Compliant XML and DTD Meta Data Output	Х	Х
Export model information to BI, ETL, other modeling tools, and industry-standard metadata interchange formats	Х	Х
Import model information from BI, ETL, other modeling tools, and industry-standard metadata interchange forma	ts x	Х

GENERAL REPOSITORY	Enterprise	Standard
Collaboration		
Allows multiple modelers to access models concurrently	Х	
Notifies modelers connected to Repository Diagrams who is working on same objects	Х	
Notifies modelers connected to Repository of the status of the collaboration status of an object	Х	
Includes intelligent conflict resolution system when two or more modelers are contending to change the same object	Х	
Implements a separate system for implementing common items (Domains, extended properties etc) across diagrams stored in the Repository	Х	
Provides an interface to see how common dictionary objects are used across the repository	Х	
Provides a classification system to group diagrams together in the Repository	Х	
Version Control	Х	
Captures Periodic Releases of Data Models	Х	
Ability to revert to capture releases (Roll back)	Х	
Compare and merge information between diagrams in the Repository	X	
Supports commenting on check ins and check outs like source control system	Х	
Security & Privileges	Х	
Implements a system to create unique Repository Users with individual privilege settings	X	
Allows levels of security access to diagrams and objects based upon team hierarchies	Х	
Product security is able to protect diagrams for unwanted access	Х	
Allows control over certain object types managed in the Repository lower that "Connect" rights	Х	
Control access to certain re-useable data elements across diagrams from unwanted access	Х	
Allows the users to check out individual objects, not just the whole diagram by default	Х	
Allow a user to check out and object and bar others from doing so while user has item checked out	Х	

GENERAL PRODUCT USABILITY	Enterprise	Standard
N-level Undo / Redo	Х	Х
Provides thumbnail view to navigate large diagrams	Х	Х
Marquee Lasso Zoom	Х	Х
Explorer Browser Object Navigation	Х	Х
Allows user to quickly see the number of entities, attributes, relationships, views etc that are in the model	Х	Х
Property editors conform to Windows standards and allow 1 layer deep access to properties	Х	Х
Property editors conform to Windows standards and allow expansion for ease in entering data	Х	Х

GENERAL PHYSICAL MODELING (CONTINUED)	Enterprise	Standard
On Screen Object Editing (Editor less via Key Strokes)	x	Х
On-Screen Logical Primary Key Creation (Editor-less via Key Strokes)	х	Х
On-Screen Attribute Copy/Move Function	×	Х
Global Search/Report/Replace Utility	х	Х
Wizard-driven Task Completion	х	Х
Lasso Multiple Objects and access Right Mouse Options	Х	Х
Offers simple and fast way to break down large models by lassoing desired objects and quickly establishing a subject area of them	×	х
Quick access to diagrammatic property changes to desired objects like color	Х	Х
Navigate user to desired Help section from specific property editors, etc.	Х	Х
Non-Proprietary Automation Interface (API)	Х	Х
Provides a programmatic interface in a common & industry-accepted language in order to programmatically access product's object model	х	х
Support sVB or VBA-like macro creation	Х	Х
Near-immediate accessibility to macros to ensure workflow and productivity	Х	Х
Macro editor within product provides 'keystroke access' to product's object model for quick reference and accuracy	х	Х
Provide a reference map of the products objects	×	Х
Sample scripts to use as a basis for user macros included	×	Х
Variety of different layout strategies for logical and physical models	Х	Х

GENERAL PRODUCT	Enterprise	Standard
Operating Systems	X	X
Windows 2000	х	Х
Windows XP	х	Х
Windows Vista (Ultimate, Business)	х	Х