MAP EDITIONS COMPARISON TABLE

EDITION	GLOBE LITE	GLOBE	2D LITE	2D	WMSK	PRO BUNDLE
TYPE	SPHERICAL	SPHERICAL	2D	2D	2.5D	GLOBE, + 2D + WMSK + FLAGS
PRICE	**$30**	**$75**	**$30**	**$65**	**$95**	**$139**
UPGRADE?		$45 FROM LITE		$35 FROM LITE	$30 FROM 2D	$100 FROM 2D
				$50 FROM GLOBE	$75 FROM GLOBE	$90 FROM GLOBE
						$75 FROM WMSK
FEATURES						
ZOOM / SCALE / ROTATE	✓	✓	✓	✓	✓	
MAP HIGHLIGHTING AND COLORIZING	✓	✓	✓	✓	✓	
DRAWS COUNTRY LABELS	✓	✓	✓	✓	✓	
MOBILE COMPATIBLE	✓	✓	✓	✓	✓	
EARTH SOLID COLOR	✓	✓	✓	✓	✓	
EARTH STYLES	1	18	1	8	9	
EARTH HIGH-RES (8K or more)		✓		✓	✓	
EARTH CLOUDS & RELIEF		✓		✓	✓	
PHYSICALLY-BASED ATMOSPHERE SCATTER		✓				
VIEWPORT SUPPORT (2D CROPPING)[1]				✓	✓	
FIT TO WINDOW HEIGHT (ONLY 2D)			✓	✓	✓	
FIT TO WINDOW WIDTH (ONLY 2D)			✓	✓	✓	
ORTHOGRAPHIC PROJECTION (ONLY 2D)				✓	✓	
BAKE TEXTURE[2]		✓				
INVERTED VIEW (ONLY GLOBE)[3]		✓				
CAMERA ROTATION MODE (ONLY GLOBE)[4]		✓				
UNIT CONVERTER		✓		✓	✓	
CITY DISTANCE CALCULATOR		✓		✓	✓	
TICKERS (BANNERS & MESSAGES)		✓		✓	✓	
PER COUNTRY TEXTURE SUPPORT		✓		✓	✓	
MAP EDITOR		✓		✓	✓	
3D PBS SURFACE/TERRAIN					✓	
FOG OF WAR					✓	
PATH FINDING A* ENGINE					✓	
HEXAGONAL GRID					✓	
INFINITE SCROLL					✓	
JSON SUPPORT					✓	
DATA INCLUDED						
CITIES	1179	7144	243	7144	7144	
COUNTRIES	177	240	177	241	241	
PROVINCES	0	4112	0	4112	4112	
BASIC RESOLUTION FRONTIERS	✓	✓	✓	✓	✓	
HIGH RESOLUTION FRONTIERS		✓		✓	✓	

NOTES:

1 The viewport feature allows to render the map as a texture on a different placeholder, allowing cropping inside the placeholder's rectangle area. Only 2D Edition.

2 Bake texture command can be used to render the colorized countries into the Earth texture, boosting performance. Only Globe Edition.

3 Inverted view option "sits" you at the center of the globe and projects the Earth map reversely around you. Only Globe Edition.

4 Camera rotation mode: by default, when you navigate to any destination, it's the Earth which spins over itself. The Camera Rotation mode, not available in the Globe