Can I perform CAD with my 3D Prophet 4500 or my 3D Prophet 4000XT ?

3D Prophet 4500 architecture is not adapted to that kind of application.
Indeed, the principle of CAD is that every surface is calculated and rendered, even hidden surfaces in order to handle in the PC the full data description of the 3D object. 3D Prophet 4500 & 3D Prophet 4000XT Tile Based Rendering architecture are dedicated to calculating and rendering only the visible surfaces, hidden surfaces are not even calculated, which on the other hand grants impressive performance in games.

So when used in CAD, 3D Prophet Kyro Series calculate all the surfaces, even hidden ones, which disables its Tile Based Rendering feature, and makes it slow in CAD.