

MATRIXGOLD®

4.0



## NEW FEATURES

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- Thickness Analysis Tool
- GemLabel
- Added Lozenge, Hexagon 2, and Trapezoid Shapes to Diamond Cut
- Added Hexagon and Hexagon 2 Shapes to Gem Cut
- Duplicate
- Add Prong
- Project Panel Pagination
- iJewelPlayground
- Legacy Import Design Gold Gems
- Curve On Object
- Tapered Bag On Surface
- Tapered Baguettes Between 2 Curves
- Gem Creator
- Mirror Cutter
- Bangle Rail
- Radial Deformer
- Award Ring
- Scoop
- Tech Report
- MG Offline

For more information visit [gemvison.com/matrixgold](http://gemvison.com/matrixgold)

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## IMPROVED

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- Match Attributes works with Halo builder
- Objects can now donate/recieve attributes even when history is broken
  
- Added Graver Toggle to MicroProng Cutter
  - Changes bend behavior of cutter to be straight as opposed to curved
- Added Middle Profile to MicroProng Cutter
  
- Edit Prong now allows for editing of multiple prongs
- Added Single/All Categories to Edit Prong
- Added Single/All Categories to Profile Placer
- Added Single/All Categories to GemOverride
  
- Added Rotation, Tile, and Angle Around Gem controls for Gem Guides
- Added option for Job Bags to SaveSmall
- Added Gem Size option to the override stone in Halo Builder
  
- BoundingBoxMeasurements can now be aligned to the C-Plane
- Removed writing metadata to files that was causing significant file save slowdowns
- Transform Builders can now output SubD objects
- Halo and Gems in Channel now both have Smart Prongs
  
- Cleaned up library of Profiles
- Prong Guide top and bottom width/height controls can now be separated
- Profile Editor now has an optional Gumball
- Added support for more stones in GumCutterLibrary
- Head Builder rails will now grow thinner if the angle of head is sharper than would allow for rails to be swept
  
- Added Tags to Project Window
- Changed file naming format
  - SaveType\_FileNumber\_ProjectName\_FileName

## FIXED

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- Fixed some of the cases where ClawProng tool did not produce valid geometry
- Pear Gems no longer change location when legacy importing
- Fixed placement of SmartProng handles in certain scenarios
- Fixed case where Gem Map would not group stones that have the same size, shape, and material together
  
- Profile Editor no longer throws exception when drag selecting to delete everything
- Add profile from Rhino in Profile Editor now Replaces the profile in the editor
- Fixed some desync scenarios in the gem size list for Gem List On Curve
- Fixed distorted bottom rail shape on some shapes in Prong Guides
- Fixed error with GemCutterLibrary where the cutters for the previous stone would be loaded in rather than current stone
  
- Fixed issue where extremely dense meshes that were converted to gems with ScannedGemConverter would corrupt 3dm files
  
- Fix issue with certain workflow would corrupt layers file
- Better management of network errors