

General Improvements:

UI:

- Created and Added Missing Dynamic Command Builder Icons for:
 - Extrude Curve
 - Object On Curve
 - Gem On Curve
 - Gem List On Curve
 - Gem Between 2 Curves
 - Split Shank
 - Head
 - Text On Curve
 - Object On Surface
- Added Preference to Show/Hide Username block of the Main Window
- Updated UI to Add Contrast
- Ribbon Bar Icons and Sizing have received updates

Tool:

- Improved logic to obtain Shape/Placement of Channel Cutters for Gems with off-centered Culet points for.
- Added Profiles for the following Gems:
 - Emerald
 - Pear
 - Trillion
 - Triangle
- Gem Map, Tech Report, and Gem Report should all list stones with Largest Dimension first.
 - Tapered Baguettes are now listed in same format as listings on Stuller.com
- Gallery Rail and Under Bezel will now inform the user when bad geometry is made from girdle spacing or thickness.
- Object On Curve has had its Command Line String updated
- Polar Array has had its count limit increased from 30 to 50 in the Command Line
- Head - Missing Straight Baguette Styles have been added
- Custom Gem Builder - Pavillion String has been updated

Uncategorized:

- Adjusted gvHead Console Prompts to Prevent Duplicate Parameters
- Adjusted Block Naming Conventions to prevent Console Errors
- Adjusted Port Logic to Improve Multiple Instancing
- Replaced PDF with Package
- Prevented Multiple Authentication Events
- Prevented Unnecessary Block Warnings on Startup
- Project Manager has received some consistency updates
- Content Manager has received some functionality and consistency updates
- Added Toast Notifications when applying materials in Render Studio
- Updated Osnap Rhinoceros Defaults
- Increased Stability when validating licenses
- Prongs now Default Mesh to False
- Auto Saves and Emergency Saves have received some added checks and recoveries, and now considers multiple workflows

Bug Fixes:

- Unexpected ShutDown Files should now Open as Expected
- Fixed commands not selecting Gems from Gem Report
- Micro Prong Cutters
 - Updated Responsiveness of Mid VPCH
 - Fixed Between gems toggle rotating cutters 180 degrees
- Gem On Surface
 - Fixed issue where some gem shapes would not resize properly in command
- Context Menu
 - GemOnCurve Down should now run properly
- Animation Studio
 - Resume Animation no longer creates a duplicate, unneeded folder
- Object On Surface
 - Default options for Mirroring now match Command Line & Dynamic Commands Panel
- Fixed Error on Resetting Settings and Restart on Fresh Installation
- Rendering

- Fixed Scaling and Selecting RGB button in Rendering window
- Fixed Default Diamond Material Rendering
- Fixed memory leak related to GDI objects
- Fixed 4k Alpha Scale
- Split Shank
 - Fixed Metal and Profile failing when Start Position is set to 1
 - Metal Start Position Handle has been fixed to update properly
- Ghost Conduit
 - Fixed for Invariant Culture Language Setting
- Hotkeys
 - Prevented Rhino Hotkeys from running while in a MatrixGold Dynamic Command
- Viewport Ring
 - Fixed Viewport Ring reappearing if the Preference is off

New Features:

- Gem
 - New Trillion Curved 2 - Equilateral Trillion
- Hotkeys
 - Added 'All Prongs' option to set all prong parameters equal to the one selected in Prong On Surface command
 - Added hotkeys to the appropriate parameter strings
- Prong On Surface
 - Added Mirror X option
 - Added Mirror Y option
 - Added Mirror Z option
 - Added Preview Curves for all mirrors
- Object ON Surface & Gem On Surface
 - Preview Curves will now draw when a Mirror is toggled.
- Project
 - Added SubD to available selections
- Add Profile To Library
 - Now works with Outside Ring Rails

- Added Project Panel Legacy
 - New Horizontal Projects Panel inspired by Legacy Matrix Applications.

Rhino version:

This version is compatible with the last Rhino release 7.33 (there was a problem with the head and the bezel on some gems shapes on the version 7.32).