

MatrixGold v. 3.1.22284.1001 Release Notes

- Bug Fixes:
 - Render Studio:
 - Bug fixed in cases where Render Material icons would not appear in the Render Materials (*Document Materials - see Improvements below*) section.
 - Bug(s) fixed in cases where default materials and styles were missing render maps.
 - *ex. Studio Diamond, Studio Diamond Colorful.*
 - Legacy Import:
 - Bug(s) fixed regarding some legacy stone shapes failing legacy import.
 - *ex. Half Moon, Baguette Straight.*
 - Misc.
 - Bug(s) fixed regarding Mesh Repair failures when including some objects produced by Finger Hole Supports.
 - Projects/Collections:
 - Added additional functionality to capture images for files that may have been missing previews.
 - Custom Gem Builder:
 - Fix on the display conduit when the builder is in use.
 - Gem:
 - Fix on builders requiring gems failing if gems were created after a certain point.
- General Improvements:
 - Render Studio:
 - Renamed the Render Materials tab to Document Materials for clarity.
 - General UX improvements and solutions for:
 - Render Styles & User Render Styles.
 - Render Passes.
 - Gradients.
 - Lighting.
 - Specific Gravities & Weights.
 - Properties.
 - Custom Materials.
 - Layer Panel:
 - Improved styling and contrast for better UX.
 - Dynamic Commands Panel:
 - Improved UX when using the 'Tab' key.
 - Pull Push:

- Better aligned tool's performance with Rhinoceros functionality.
- Misc:
 - Improved Software Installation functionality.
 - Added gvGemOnRingRail to Context Menu when appropriate.
 - Added gvMSRGems and gvMSRObjects to Context Menu when appropriate.
 - Fixed Context Menu's version of gvProngOnSurface
- New Features:
 - New Dynamic Command - Sprue Dynamic
 - Category: Manufacturing
 - gvSprueDynamic
 - Matches functionality to Sprue but can be further parametrically edited.
 - New Dynamic Command - Finger Hole Support Dynamic
 - Category: Manufacturing
 - gvFingerHoleSupportDynamic
 - Matches functionality to Finger Hole Support but can be further parametrically edited.
 - New Render Studio Materials - Render Metals
 - Category: Render
 - Eight new metal materials to assist with improved rendering.
 - Render Metals work well without the need to cut seats.
 - White, Yellow, Rose, and Green Gold options.
 - Polished and Matte versions of each.
 - Render Metals can be toggled on in Render Studio preferences.
 - *NOTE: Advanced materials will not work with most functions outside of rendering.*
 - *NOTE: Advanced materials cannot be edited.*
 - New Render Studio Materials - Render Gems
 - Category: Render
 - Four new gem materials assist with improved rendering and further customization.
 - Render Gems allow multiple different styles in one scene.
 - Classic, Colorful, Modern, and Studio Diamond styles.
 - Render Gems can be toggled on in Render Studio preferences.
 - *NOTE: Advanced materials will not work with most functions outside of rendering.*
 - *NOTE: Advanced materials cannot be edited.*
 - New Stone Shapes - Rose Cut Stones
 - Category: Gems
 - gvGem
 - Three new cut types:
 - Oval
 - Round Flat
 - Round Peak

- New shapes work with Gem-related functions, such as Head and Bezel.