

Bug Fixes:

- Bug Fixed - Inverted GalleryRail:
 - Previous: The gallery rail sweep was inverting when the profile passed the center of the rail.
 - Updated: The profile passing the center will cause the geometry to fail, preventing the inversion.
 - Bug Fixed - GemOnCurve: Starting Position w/Gem Edge Enabled:
 - Previous:
 - Gem edge starting position was incorrect on a closed curve.
 - Gem edge starting position was incorrectly distanced from the beginning of a curve if parallel to the Y axis.
 - Updated:
 - Gem edge starting position should be correct on a closed curve.
 - Gem edge starting position should be correctly distanced from the beginning of a curve if parallel to the Y axis.
 - Bug Fixed - Head: Angle and Undo:
 - Previous:
 - Adjusting the head angle, then performing an undo was causing a VPCH (**View**port **C**ontrol **H**andle) mismatch.
 - Updated:
 - Adjusting the head angle, then performing an undo should properly retain VPCH.
 - Bug Fixed - GemOnCurve: Start Position & End Position Collision:
 - Previous:
 - When the start position & end position values collided, it would cause an exception in the tool.
 - Update:
 - The exception should no longer appear within the tool.
 - Bug Fixed - GemsInChannel: Mirrored Gems:
 - Previous:
 - Mirroring would break when a specific slider was higher than 0.29.
 - Update:
 - Mirroring should work when a specific slider is higher than 0.29.
 - Bug Fixed - Head: Triangle Prong Layout:
 - Previous:
 - The prong layout for triangle gems wasn't laid out properly.
 - Update:
 - The prong layout for triangle gems is now laid out properly.
 - Bug Fixed - Mirrored Gems:
 - Previous:
 - Mirrored gems would have negative values.
 - Update:
 - Mirrored gems should have their proper values.
 - Bug Fixed - Incorrect Total Gem Count - Exported Text File
 - Previous:
 - Total gems in the exported text file would list stones of the same size as a single stone.
 - Update:
 - Total gems in the exported text file should list the correct number of same-sized stones.
 - Bug Fixed - UnexpectedShutDownSaves - Reopening Files After Relaunch
 - Previous:
 - Attempting to open an UnexpectedShutDownSave from the prompt after restarting MatrixGold would fail to open the file.
 - Update:
 - Opening an UnexpectedShutDownSave from the prompt after restarting MatrixGold will now correctly open the file.
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General Improvements:

- UI: Ungrouped Layers: Background:
 - Previous:
 - Ungrouped layers were showing with an error-like bright-red background.
 - Updated:
 - Ungrouped layers will now show with the proper gray background.
- UI: Render Studio Panel:

- The render studio panel has seen many improvements revolving around UX and UI cleanup.
 - Added: Tooltips for render materials.
- UI: Batch Render Panel:
 - The batch render panel has seen many improvements revolving around UX and UI cleanup.
- UI: Gem Map:
 - The gem map has seen a few improvements revolving around UX and UI cleanup.
- Added Missing In-Builder Icons for:
 - Dynamic Project
 - Dynamic Change Seam
 - Dynamic Rebuild
 - Custom Gem Builder
 - Dynamic Halo
 - Dynamic Profile Placer
- UI: Various Updates for:
 - Menu
 - Builder Expander
 - Content Manager
 - Animation Studio
- Improved Gem Cutters when applied to Tapered baguettes and Custom Emeralds that do not have Parametric History:
 - Added functionality using RhinoObjectSelector.
 - Fixed an issue where straight & tapered baguette-shaped gem cutters were flipping inward.
- Prevent Gems In Channel Exceptions:
 - Fixed: Toggle Count: When the count option is toggled off, and gems are toggled on, the builder will prevent less than 2 gems, regardless of the start and end point.
 - Fixed: Gem Count: When set to less than 2, a detailed exception error will show on the builder panel.
- Added 'UseOriginal' material classification to the layer logic for more commands.
 - After running them, some commands have been adjusted to use their original material.
- Updated Various Strings.
- ObjectOnCurve Bounding Box Logic:
 - Fixed: Prevented custom objects from being transformed twice.
- Adjusted the Mesh Prong Toggle back to Default Off for Prong Placer and Halo:
- Added a Null Check to Pull/Push.
- Fixed issues with Render Backdrops and their local paths.
- Additional UI Quality of Life Updates.
- Added Hotkeys to some Dynamic Commands.
- Improved Gem Springs Keybind Speeds.
- Improved the Show Only Visible functionality within the GemReport Panel.
- gvHead: Default Base Bend Location has been changed to 1.
- gvHead: Fixed Invisible Prong Layout Icons.
- gvHead: Added Icons for Prong Styles for:
 - Cabachon Square
 - Cabachon Bullet
 - Rose Round Peak
 - Rose Round Flat
- gvHead: Fix for Prongs when Angle is set to 0.
- gvHead: Removed Angle Limits:
 - This will allow users to adjust the head angle to greater limits than before.
 - Please be aware this limitation will allow a greater risk of failing geometry.
- gvClusterProngPlacer: Blended Prong Stretching:
 - Adjusted prong blending shape when the enable blend to curve option is toggled on to disallow stretching.
- gvGalleryRail: Adjusted Sweep:
 - Adjusted how the gallery rail is created to align the generated sweep with the girdle offset handle.
 - Changed the way the thickness is calculated so it no longer changes the position of the generated sweep when the thickness is adjusted.
- Ring Resizer: Overlapping Gems Warning:
 - After resizing a ring, if there are gems overlapping, a warning will appear, and the gems will be moved to the red-colored layer.
- General Rendering: Render Channels:
 - Alpha Channel will be defaulted Off.

- The gamma value will default to 1.
 - Gamma has been defaulted to Off.
 - Changing and saving settings will save those as the new default.
 - Legacy Import no longer deletes the Gem dynamic command.
 - Fix for Hiding Parent Layers + All Gems Hiding.
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New Features:

- New Dynamic Command:
 - Surface: gvCap
 - Allows a user to cap a planer hole on a surface.
- New Dynamic Command:
 - Surface: gvLoft
 - Allows a user to loft a set of curves and points.
- New Dynamic Command:
 - Curve: gvOffsetCurveOnSurface
 - Allows a user to make an offset on one or many surfaces by selecting the faces of one or more surfaces.
- New Command:
 - gvCutToRingRailNonParametric
 - Allows a user to cut an object using the ring rail but does not retain parametric history.
- New Command:
 - gvPullToRingRailNonParametric
 - Allows the user to pull an object to a ring rail but does not retain parametric history.
- New Dynamic Tool Addition:
 - gvProfilePlacer: Hollow Profile
 - Allows users to toggle open sliders that allow users to work with hollow profiles.
- New Dynamic Tool Addition:
 - gvBezel: VPCH on Chamfer Controls
 - Allows the user to work in the viewport when adjusting the chamfer of a bezel.
- New Dynamic Tool Addition:
 - gvCustomGemBuilder: Gem Mode
 - Allows users to toggle gem mode to create a gem rather than a diamond.
 - Additional error detection is also included.
- New Dynamic Tool Addition:
 - gvObjectOnCurve/gvGemOnCurve: Display Count & Carat Total.
 - Displays a reference to the count and carat totals of the tool(s).
- New Dynamic Tool Addition:
 - gvOffset: Distance VPCH
 - Allows the user to work in the viewport when adjusting the distance of an offset.
- New Dynamic Tool Addition:
 - gvObjectOnCurve: Preserve Object Size
 - Allows users to toggle the ability to keep a selected object's size.
 - Size handles & controls should not be visible when preserve size is on.
 - Meshes are now accepted as input for the object input box.
- New Tool Addition:
 - Jali: Move Pattern U, Move Pattern V
 - Allows the user to move the pattern based on U and V.
- New UX Addition:
 - Display Conduit: Ghosted Mode
 - Users can now use the ghosted display mode while dynamic commands are in use.
- New Rendering Addition:
 - New Render Material: Pearl Black
 - New Render Material: Pearl Golden
 - New Render Material: Turquoise
- New Batch Rendering Addition:
 - Renders from batch render can be transparent.
- New Diamond Shape Addition:
 - Gem - Equilateral Triangle (Triangle 2)