2016.09.08 - Helium Polish version 5.6.89.1, report.dll version 2.10.2.1, BrilRecon.dll version 1.1.17.1
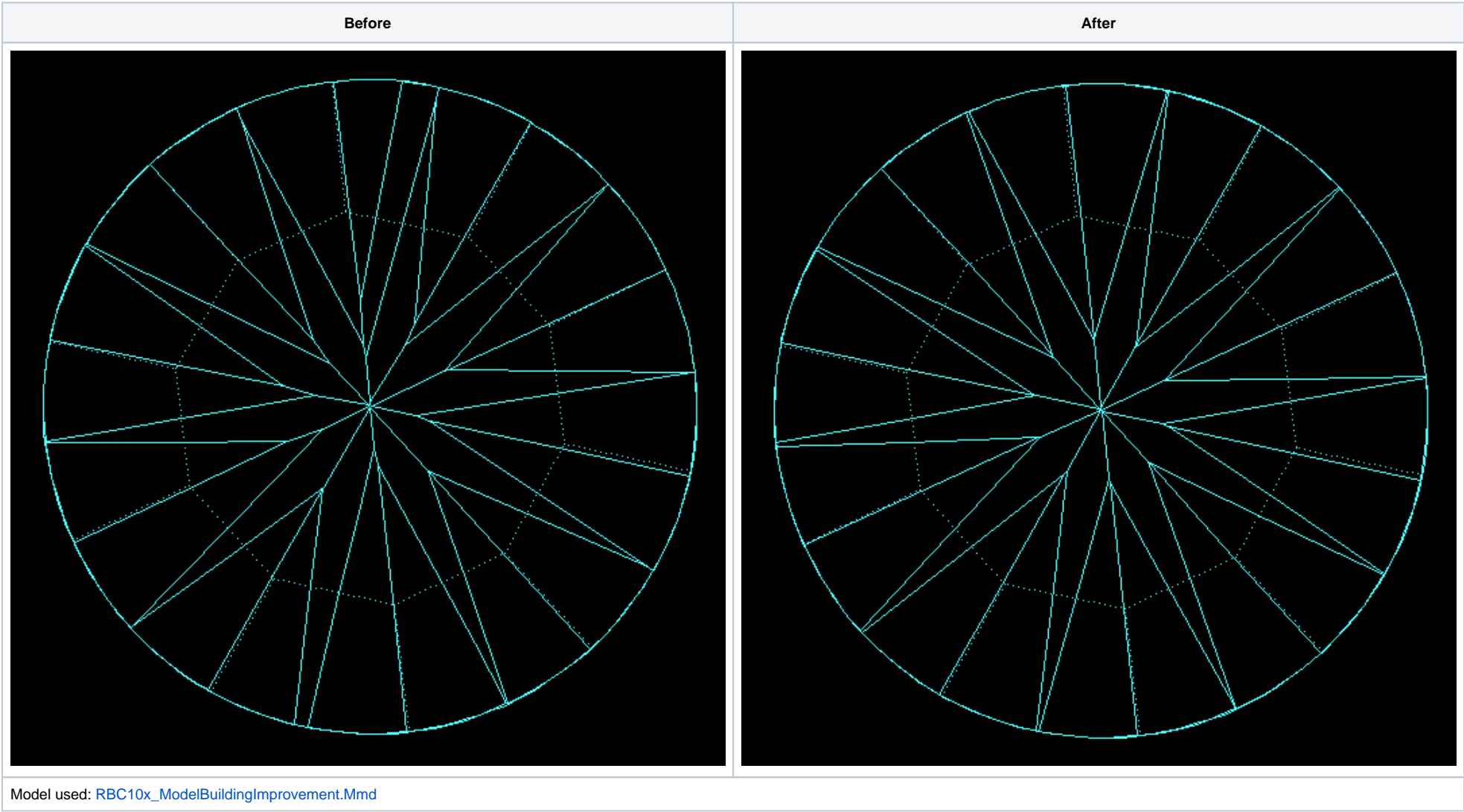
Release contains:

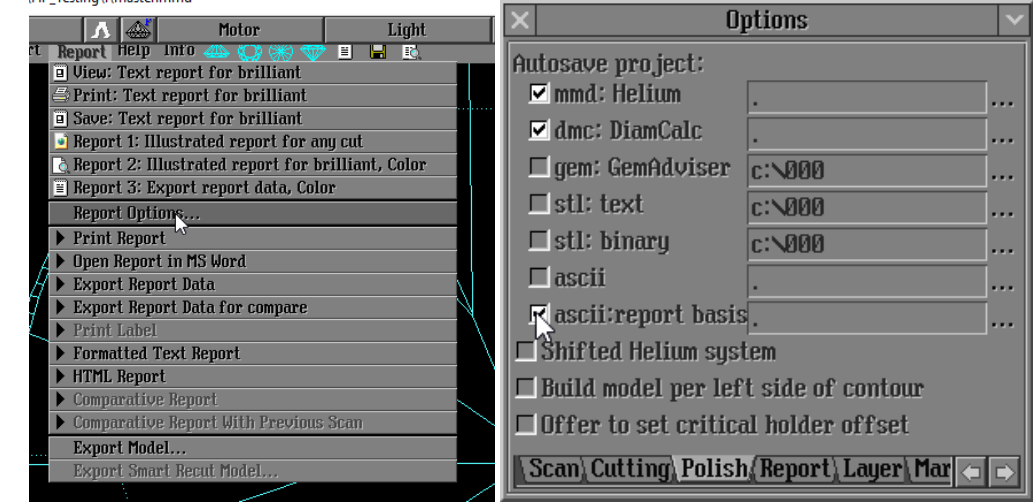| File	Version
HeliumPolish.exe	5.6.89.1
report.dll	2.10.2.1
BrilRecon.dll	1.1.17.1
Reports templates	2016-07-12 (not changed)

In this version we made the following changes:

Model building

1. Model building using Sample algorithm for Round Brilliant 10x cut is improved.

Before	After

Model used: RBC10x_ModelBuildingImprovement.Mmd

Reports

1. Model can be exported to ASCII format in standard orientation (that is, oriented the same way as in the polish reports).
   To enable ASCII export upon scanning or rebuilding, go to **Report** - **Report options** and check the following check boxes:

   a. **ascii:report basis** if you want to export models in standard orientation (same as in the reports).

b. **ascii** if you want to export models in the same orientation as scanned.

Menu:
- Motor | Light
- Report Help Into
- View: Text report for brilliant
- Print: Text report for brilliant
- Save: Text report for brilliant
- Report 1: Illustrated report for any cut
- Report 2: Illustrated report for brilliant, Color
- Report 3: Export report data, Color
- Report Options...
- Print Report
- Open Report in MS Word
- Export Report Data
- Export Report Data for compare
- Print Label
- Formatted Text Report
- HTML Report
- Comparative Report
- Comparative Report With Previous Scan
- Export Model...
- Export Smart Recut Model...

Options

Autosave project:
- ☑ mmd: Helium . ...
- ☑ dmc: DiamCalc . ...
- ☐ gem: GemAdviser c:\000 ...
- ☐ stl: text c:\000 ...
- ☐ stl: binary c:\000 ...
- ☐ ascii . ...
- ☑ ascii:report basis . ...
- ☐ Shifted Helium system
- ☐ Build model per left side of contour
- ☐ Offer to set critical holder offset

Scan Cutting Polish Report Layer Mar

> ⓘ If you checked both options, make sure the files are saved into different folders.

2. Painting parameters have their sign reversed, so as to match the GIA definition.

Paint / Dig		Avg	Type	Sym	Max	Dev	Sym
Crown painting	°	-0.41	Painting	EX	-0.74	0.66	EX
Crown painting	notches	0.1, Very small			0.2	0.2	
Pavilion painting	°	-0.14		EX	-0.60	0.79	EX
Pavilion painting	notches	0.0, Negligible			0.2	0.2	

Paint / Dig		1	2	3	4	5	6	7	8
Crown painting	°	-0.35	-0.53	-0.30	-0.44	-0.21	-0.57	-0.08	-0.40
		-0.35	-0.46	-0.33	-0.74	-0.33	-0.59	-0.34	-0.61
Crown painting	notches	0.1	0.1	0.1	0.1	0.1	0.2	0.0	0.1
		0.1	0.1	0.1	0.2	0.1	0.2	0.1	0.2
Pavilion painting	°	0.14	0.12	-0.27	-0.25	0.09	-0.41	0.08	-0.49
		0.09	-0.29	-0.23	-0.60	0.19	-0.25	0.10	-0.27
Pavilion painting	notches	0.0	0.0	0.1	0.1	0.0	0.1	0.0	0.1
		0.0	0.1	0.1	0.2	0.1	0.1	0.0	0.1

↓

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		0.1	0.1	0.1	0.2	0.1	0.2	0.1	0.2
Pavilion painting	°	-0.14	-0.12	0.27	0.25	-0.09	0.41	-0.08	0.49
		-0.09	0.29	0.23	0.60	-0.19	0.25	-0.10	0.27
Pavilion painting	notches	0.0	0.0	0.1	0.1	0.0	0.1	0.0	0.1
		0.0	0.1	0.1	0.2	0.1	0.1	0.0	0.1

> ⓘ Note that the Dev values and the measurements in notches are defined as absolute values, hence their sign is not changed.

Bugfixes

1. Bugs that caused incorrect drawing of the girdle 2D graph and occasional negative girdle valley height values for stones with cavernous girdles are fixed.
2. The following bugs in the Round brilliant 10x report are fixed:
   a. Only 4 out of 5 Table width values were shown.
   b. Only 8 out of 10 values of Crown height bone and Girdle height bone were shown.