

Process - 1

- (a) Please look the stone through Eye glass Loupe and / or Microscope
- (b) Now decide what things are to be done and which impurities are to be considered what cares are to be taken with this stone and how the process is to be carried out.
- (c) Please write clear instructions on the Paper
- (d) These decisions are to be taken by one of the good signer or the Marker
- (e) Glue the stone on Platform and thoroughly clean the Stone using methanol / Aceton using Johnson's Buds.
- (f) Wipe extra liquid from the stone.
- (g) Put the Platform / Holder on the scanner.
- (h) Switch on the Camera (F12)
- (i) Put the White or Black Paper as close as possible to the diamond (i.e the stone)
- (j) Scan Photo series panel and adjust the Brightness & Contrast and reset the Photos counter.
- (k) Also set the number of photos to be taken and define the directory where you wish to place all these photos
- (l) Now Before starting this procedure adjust the lighting etc.. to correctly see the inclusions or impurities by rotating the Motor through Motor panel
- (m) Now start the process
- (n) Remove the Paper and using Marking-Out Panel start the regular Mapping (Model Making) of the Diamond.
- (o) Use the new interface on the Holder line from "Tool Bar Menu" and adjust the Holder plane and glue line (Dashed Line) and the Frame. Start the Process.
- (p) Save the Project by giving similar name in the same directory where you have saved this project
- (q) It is better to save everything on any other computer than HR. on Network <\\Oxygen1\abc\123.mmd>
- (r) Please remove the stone so that the HR is now free for other process.
- (s) This ends the 1st Process.

Process – 2

- (a) Start Oxygen inclusion in 2nd Computer.
- (b) Open the same project and load all photos
- (c) Correctly locate the Inclusion
- (d) Remember to see the model on Photo to see how accurate the Model is built
- (e) Also try to take inclusions from a flat facet (Side & Front Views)
- (f) Define the clarity of these inclusions
- (g) Try to use Sandwich process if you want to make small parts of this inclusion
- (h) Give Default Color and Clarity of the stone.
- (i) Save the project
- (j) This ends the 2nd Process

Process – 3

- (a) Uniformly paint the diamond with whitener without removing it from the stage(Holder)
- (b) Load the same Project
- (c) Place the same stone on the Holder.
- (d) Click on Marking Out Panel to Load the Laser Scanning panel
- (e) Remove the Click on Shadow Scan as we have already taken contours for the same stone earlier. Very important.
- (f) Now Laser scan this in Medium or Large or Hi Accuracy as per your own decisions and the number of cavities and the size of the stone.
- (g) Save the Project in the same directory as _LM.mmd...
- (h) Import the Inclusions from the Oxygen File from Process 2.
- (i) Save the Project once again as _LM_Oxyg.mmd
- (j) Remove the stone so that HR is now once again free for other process.
- (k) That Ends the 3rd Process.

Process – 4

- (a) Open Pacor Client on the third Computer
- (b) Open Rough Classification panel
- (c) Use “06 Single” or “06 Complex” and optimize using the shapes of your desire.
- (d) If you are sure that you want any specific shapes then use “05 Adaptive” directly.
- (e) Remember to Select “Auto” for cut to get the best results
- (f) Finally we advise you to use 05 Adaptive and keep “Auto” in the Diamond Panel also to get the best results
- (g) Save the project
- (h) Define the Laser Marking instructions using Line Panel
- (i) Define any additional Sawing marking lines and save the Project
- (j) Take Printouts (full Sawing and Master Report) in color or in B/W
- (k) Also print all Solutions Report.
- (l) That ends the 4th process

Process – 5

- (a) Put the stone back on the stage
- (b) Open this Optimized Pacor client project from the computer
- (c) Do the Laser Marking as per the plans decided in the process -3
- (d) Remove the whitener
- (e) Look through the loupe to see the stone and its marking
- (f) You can take additional help from Microscope to see the planning done for this stone.
- (g) That's ALL