## BornAgain - Feature #1004

Feature # 964 (Rejected): === GUI ===

## GUI: revise tooltips in all GUI elements

06 Mar 2015 15:13 - pospelov

#### **History**

# #1 - 06 Mar 2015 15:13 - pospelov

- Subject changed from GUI: implement tooltips for all items of InsturmentView to GUI: implement tooltips for all items in InsturmentView

### #2 - 19 Mar 2015 09:44 - pospelov

- Subject changed from GUI: implement tooltips for all items in InsturmentView to GUI: implement tooltips for all items in InstrumentView

### #3 - 22 Apr 2015 13:23 - pospelov

- Status changed from New to Sprint
- Target version set to Sprint 27

#### #4 - 24 Apr 2015 14:14 - wuttke

- Parent task set to #964

### #5 - 09 Jun 2015 17:02 - herck

- Status changed from Sprint to Backlog
- Target version deleted (Sprint 27)

### #6 - 22 Jul 2016 11:22 - pospelov

- Subject changed from GUI: implement tooltips for all items in InstrumentView to GUI: revise tooltips in all GUI elements
- Priority changed from Normal to High

Revise mechanism of storing tooltips in GUI.

Currently tooltips are stored/handled

- in corresponding SessionItem
- in ToolTipDataBase
- in widgets
- in SessionItem's views (IView)

### Within this item

- refactor ToolTipDatabase to not to be a singleton-like
  - or even think of its complete removal
- revise ComponentEditor tooltip handling (tooltip for left column, tooltip for right column)
- · implement missed tooltips

The list of tooltips to implement (to be extended)

LayerRoughness InstrumentView

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# #7 - 16 Nov 2016 18:42 - wuttke

- Priority changed from High to Normal

Nice to have, even important, but not high priority

# #8 - 02 Jun 2017 17:08 - pospelov

- Status changed from Backlog to Rejected

Rejected in the favor of  $\frac{\#1808}{}$  and similar. This one is too big.

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