

BornAgain - Feature #1035

Revise IFormFactor::getRadius and IFormFactor::getHeight

10 Apr 2015 16:59 - pospelov

Status: Archived	Start date: 10 Apr 2015
Priority: Normal	Due date:
Assignee: herck	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: Sprint 30	

Description

For example, our FormFactorTruncatedSphere didn't have getRadius() implemented, parent IFormFactor::getRadius was used instead. This was giving an error.

Do we need these methods at all in IFormFactor?

History

#1 - 15 Apr 2015 16:46 - herck

- Status changed from New to Backlog

#2 - 15 Apr 2015 16:46 - herck

- Tracker changed from Bug to Feature

#3 - 23 May 2015 11:51 - wuttke

- Description updated

[Joachim:]

"This was giving an error."

error in the sense of wrong result or of error message?

[Gennady:]

FormFactorTruncatedSphere::getRadius was returning wrong radius, not the one which is used in class constructor.

This was giving the error in GUI, during on-the-fly generation of python script representing the sample being constructed on graphics scene.

#4 - 03 Nov 2015 13:04 - herck

- Status changed from Backlog to Sprint

- Target version set to Sprint 30

#5 - 14 Jan 2016 16:59 - herck

- Assignee set to herck

#6 - 15 Jan 2016 15:53 - herck

- Status changed from Sprint to Resolved

Removed getHeight() (not needed)

Removed setters for length, width, height, etc.

Made getRadius() pure virtual, so it needs to be correctly implemented in each concrete form factor

#7 - 15 Feb 2016 16:01 - pospelov

- Status changed from Resolved to Archived