

## BornAgain - Bug #1041

### GUI: depth of particles cannot be negative

16 Apr 2015 10:13 - celine

|  |           |                        |             |
|--|-----------|------------------------|-------------|
| <b>Status:</b>   | Archived  | <b>Start date:</b>     | 16 Apr 2015 |
| <b>Priority:</b>   | Normal    | <b>Due date:</b>       |             |
| <b>Assignee:</b>   | pospelov  | <b>% Done:</b>         | 0%          |
| <b>Category:</b>   |           | <b>Estimated time:</b> | 0.00 hour   |
| <b>Target version:</b>   | Sprint 26 |                        |             |
| <b>Description</b>   |           |                        |             |
| <p>It is not possible to set negative values of the depth of particles in the GUI.<br/>It is necessary in the air layer where the bottom of this layer corresponds to a depth of 0.<br/>But if the particle is placed above it, its depth becomes negative.</p> <p>This feature is useful, for example in the case of 'custom form factor', where the origin of the particle is not the centre of the bottom face.</p> |           |                        |             |

### History

#### #1 - 21 Apr 2015 11:15 - pospelov

- Status changed from New to Sprint
- Assignee set to pospelov
- Target version set to Sprint 26

#### #2 - 21 Apr 2015 11:15 - pospelov

- Status changed from Sprint to Resolved

#### #3 - 21 Apr 2015 17:01 - pospelov

- Status changed from Resolved to Archived