BornAgain - Bug #1077

Fix min, max handling for z-axis of ColorMap plot

12 May 2015 15:55 - pospelov

Status:	Archived		**Start date:**	12 May 2015
Priority:	Normal		**Due date:**	
Assignee:	pospelov		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:	Sprint 27			

Description

comment from Marvin Berlinghof

Let's say you did a simulation and the autoscale of the colorscale is: Min=1, Max=44 (these are random numbers as an example).
Then you want to change this to: Min=0.00, Max=0.08 the resulting color scale goes from 1E-3 to 0.08.
Afterwards if you change Min to 0.01 and than to 0.00 again, the resulting colorscale is 1E-4 ... 0.08.
This means the exact min value of the colorscale is dependent on the Max value.

My problem was: I did some simulations then I saved the project and closed bornagain. After reopening and resetting the colorscales, every simulation looked different than before. This was very confusing and the reason was the behavior I described above. Wouldn't it make sense to save the colorscale in the job-files?

- Also take care of following

I would also appreciate, if I could enter more than 2 decimal places for the color scales. Because my simulations look much better when Min is 1E-4 and not 1E-3.
I also would like to enter 3 digits for the inclination angle. The difference in the simulation might be small, but in my experiment I try to adjust with this precision. (not very important)

History

#1 - 12 May 2015 15:56 - pospelov

- Description updated

#2 - 12 May 2015 16:02 - pospelov

- Description updated

#3 - 19 May 2015 18:26 - pospelov

- Assignee set to pospelov

#4 - 20 May 2015 14:46 - pospelov

- Status changed from Sprint to Resolved

#5 - 10 Jun 2015 18:19 - pospelov

- Status changed from Resolved to Archived