

BornAgain - Bug #1118

Implement partial loading from BornAgain-1.2 project files to current 1.3

02 Jul 2015 09:40 - pospelov

Status:	Archived	Start date:	02 Jul 2015
Priority:	Normal	Due date:	
Assignee:	pospelov	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Sprint 28		

Description

- which includes catch of all exceptions from all models while reading 1.2 project file
 - this exceptions arises due to disappearance of DEPTH from list of ParticleItem properties
- and creation of good looking import widget, which will explain the user, that nothing terrible had happened, his project was read almost successfully, and only some components (see list) might have screwed numbers (please check).
- Another problem to fix here: I can't open project file send by Marvin through internet, projectdocument.cpp strangely complains "wrong permission or binary file", although file looks normal to me.

History

#1 - 02 Jul 2015 15:25 - pospelov

- Description updated

- Assignee set to pospelov

#2 - 02 Jul 2015 15:36 - pospelov

- Description updated

#3 - 08 Jul 2015 14:33 - pospelov

- Status changed from Sprint to Resolved

#4 - 31 Jul 2015 14:50 - pospelov

- Status changed from Resolved to Archived