BornAgain - Feature #1126

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

GUI: improve performance of IntensityDataWidget while dragging colorbar

09 Jul 2015 09:21 - pospelov

Status:	Rejected	**Start date:**	09 Jul 2015
Priority:	Low	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:	Sprint 31		

Description

- If size of the detector is large (e.g. 300x300) dragging of color bar to adjust intensity range leads to very slow update of intensity plot
- It's not clear whether it is due to poor performance of QCustomPlot or our signals are flying too much

One have too

- Study performance of bare QCustomPlot
- Analyze with MacOS Insturments/Performance, where the program spends most of the time
- Revise AwesomePropertyEditor::slotValueChanged, it seems that additional signal blocking is necessary
- Disable activity of HorizontalSlicePlot and VerticalSliePlot: when they are hidden, they should not react on updates in color bar

Take care also

- Status string should show an amplitude in scientific notation

Optimize also Projections drawing

- Projections update is slow when there is a Simulation running

History

#1 - 28 Aug 2015 10:09 - pospelov

- Description updated

#2 - 02 Feb 2016 10:49 - wuttke

- Parent task set to #964

#3 - 08 Feb 2016 09:33 - pospelov

- Status changed from New to Sprint

- Target version set to Sprint 31

#4 - 15 Apr 2016 09:55 - pospelov

- Description updated

#5 - 13 Jun 2016 16:01 - herck

- Status changed from Sprint to Rejected

This issue only seems to occur on systems without OpenGL.