

## BornAgain - Bug #1173

### Revise ParticleDistribution base class

02 Sep 2015 14:24 - pospelov

<b>Status:</b> Archived	<b>Start date:</b> 02 Sep 2015
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b> herck	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> Sprint 29	

**Description**

If I remember correctly, Walter has made special refactoring for ParticleDistribution to derive from IAbstractParticle instead of IParticle. The intention was to not to allow to set its position/rotation via ParticleLayout::addParticle method. What I see now, is that ParticleDistribution is still derived from IParticle. Code lost?

#### History

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**#1 - 24 Sep 2015 16:24 - herck**

- Assignee set to herck

**#2 - 25 Sep 2015 12:48 - herck**

- Status changed from Sprint to Resolved

**#3 - 03 Nov 2015 10:00 - pospelov**

- Status changed from Resolved to Archived