

## BornAgain - Feature #1184

Feature # 1289 (Rejected): == Instrument (beam, resolution, detector) ==

### Implement transformation to q-space for intensity image

14 Sep 2015 13:32 - pospelov

<b>Status:</b>	Archived	<b>Start date:</b>	14 Sep 2015
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 30		
<b>Description</b>			
<p>Interesting comment from D. Kumar. They are going to get rid from the real space detector definition (pixel size, detector distance etc). And switch completely to Q-space. Their arguments: to define GISAXS detector in unambiguous way is pretty difficult. HipGISAXS is not data reduction software, we don't want to deal with variety of (beam position in some weird coordinates etc). At the end users want anyway to have a simulation in q-space.</p> <p>It seems unnatural to implement the detector in this way. Getting intensity in q-space is rather part of data reduction.</p>			

#### History

##### #1 - 14 Sep 2015 13:33 - pospelov

- Subject changed from *Implement Q-space detector* to *Implement Q-space detector in kernel*

##### #2 - 21 Sep 2015 16:54 - pospelov

- Description updated

- Status changed from *Backlog* to *Sprint*

- Target version set to *Sprint 29*

##### #3 - 25 Sep 2015 14:13 - herck

- Subject changed from *Implement Q-space detector in kernel* to *Implement transformation to q-space for intensity image*

- Status changed from *Sprint* to *Backlog*

- Target version deleted (*Sprint 29*)

A possibility would be to plot lines of constant  $q_y/q_z$  on top of the planar detector image

##### #4 - 25 Sep 2015 14:15 - herck

- Description updated

##### #5 - 02 Feb 2016 11:25 - wuttke

- Priority changed from *Normal* to *Low*

- Parent task set to #1289

##### #6 - 10 Feb 2016 16:29 - pospelov

- Status changed from *Backlog* to *Sprint*

- Target version set to *Sprint 30*

Actually we have implemented this in GUI as a simple axes transformation. OK for now.

##### #7 - 10 Feb 2016 16:29 - pospelov

- Status changed from *Sprint* to *Resolved*

#8 - 15 Feb 2016 16:01 - **pospelov**

- *Status changed from Resolved to Archived*