

## BornAgain - Bug #1216

### GUI: normalization of intensity

20 Oct 2015 17:34 - herck

<b>Status:</b>	Archived	<b>Start date:</b>	20 Oct 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		
<b>Description</b>			
intensity is not normalized, so also beam intensity doesn't influence scattering intensity			

### History

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**#1 - 21 Oct 2015 11:34 - herck**

- Assignee set to herck

**#2 - 21 Oct 2015 14:22 - herck**

- Status changed from Sprint to Resolved

Normalization is now automatic (except when beam intensity is zero)

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

- Status changed from Resolved to Archived