

BornAgain - Feature #1235

GUI mask editor: integrate IntensityData widget into GraphicsScene

03 Nov 2015 09:26 - pospelov

Status: Archived	Start date: 03 Nov 2015
Priority: Normal	Due date:
Assignee: pospelov	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: Sprint 30	
Description This is technical task, how to integrate IntensityData widget into graphics scene and provide consistent zoom for both.	

History

#1 - 06 Nov 2015 16:20 - pospelov

- Status changed from *Sprint* to *Resolved*

#2 - 15 Feb 2016 16:01 - pospelov

- Status changed from *Resolved* to *Archived*