

## BornAgain - Bug #1396

### GUI: Provide limits for all properties

24 Mar 2016 20:37 - david

<b>Status:</b>	Rejected	<b>Start date:</b>	24 Mar 2016
<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 31		
<b>Description</b>			
<p>It would be nice when all properties have limits. Up to now the limits are missing from FormFactorItems, Wavelengths, etc. (to investigate)</p> <p>Settings limits is easy. When you have</p> <pre>addProperty(P_LENGTH, 10.0);</pre> <p>you can add</p> <pre>addProperty(P_LENGTH, 10.0); getItem(P_LENGTH)-&gt;setLimits(AttLimits::lowerLimited(0.0));</pre> <p>Background: Real time activity is respecting limits. But when no limits is set, sliders get out of bound and simulation fails.</p> <p>Could be done quite fast, but I have not the necessary physical background.</p>			

### History

#1 - 29 Mar 2016 15:18 - david

- Status changed from New to Rejected

Minor fixe adds default limits to all items. Custom limits will be changed in the context of fitting.