

## BornAgain - Bug #1745

### GUI: resolution function for spherical detector doesn't affect simulation.

12 Jan 2017 17:26 - pospelov

<b>Status:</b>	Resolved	<b>Start date:</b>	12 Jan 2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	pospelov	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 33		
<b>Description</b>			
Adjusting parameters of resolution function on InstrumentView for SphericalDetector doesn't affect simulation. However, tuning parameters of resolution function in RealTimeView works.			

#### History

---

**#1 - 10 Mar 2017 11:18 - pospelov**

- Assignee set to pospelov

**#2 - 15 Mar 2017 10:49 - pospelov**

- Status changed from Sprint to Resolved