

BornAgain - Feature #1783

GUI: get rid of ScientificDoubleProperty

22 Mar 2017 15:21 - pospelov

Status:	Resolved	Start date:	22 Mar 2017
Priority:	Normal	Due date:	
Assignee:	pospelov	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Sprint 36		
Description			
<p>This property was introduced to provide editing of double values in scientific notation in GUI widgets.</p> <p>Currently it is assigned to BeamItem's intensities and RefractiveIndexItem's values.</p> <p>Disadvantage:</p> <ul style="list-style-type: none">• No way to go between scientific/normal notations without breaking project file back compatibility. <p>Within this item</p> <ul style="list-style-type: none">• Get rid from ScientificDoubleProperty completely.• Provide new role for SessionItem - TypeOfEditor role.• Provide universal editor for double values, which will summon necessary editor depending on SessionItem's editor role.			

History

#1 - 23 Nov 2017 08:53 - pospelov

- Status changed from Backlog to Sprint

- Target version set to Sprint 36

#2 - 23 Nov 2017 18:49 - pospelov

- Assignee set to pospelov

#3 - 27 Nov 2017 16:07 - pospelov

- Status changed from Sprint to Resolved