

BornAgain - Feature #1882

Provide material type functionality in GUI

10 Nov 2017 10:27 - dmitry

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| Status: Resolved | Start date: 10 Nov 2017 |
| Priority: Normal | Due date: |
| Assignee: pospelov | % Done: 100% |
| Category: | Estimated time: 0.00 hour |
| Target version: Sprint 36 | |
| Description When creating material from python, one can choose what type of material to create (HomogeneousMaterial or MaterialBySLD). This functionality should be available from GUI. For example, user should have ability to choose material type of particles, layers, etc. It is also necessary to make sure, that all material types are compatible in constructed sample and throw some warning to user otherwise. | |
| Subtasks: Bug # 1883: Make MaterialItem create proper type of material Rejected | |

History

#1 - 23 Nov 2017 08:52 - pospelov

- Status changed from Backlog to Sprint
- Target version set to Sprint 36

#2 - 22 Jan 2018 09:26 - pospelov

- Assignee set to pospelov

#3 - 26 Jan 2018 11:06 - pospelov

- Status changed from Sprint to Resolved