

BornAgain - Bug #1945

GUI: switch ColorMap label to scientific notation

23 Jan 2018 15:26 - pospelov

Status:	Resolved	Start date:	23 Jan 2018
Priority:	Normal	Due date:	
Assignee:	pospelov	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Sprint 36		
Description			
For the moment ColorMap label with [x,y] coordinates of the mouse pointer and intensity in bin shows intensity as a normal double. Which makes difficult to read the value of intensity. Switch to scientific notation.			

History

#1 - 23 Jan 2018 17:37 - pospelov

- Assignee set to pospelov

#2 - 25 Jan 2018 10:53 - pospelov

- Status changed from Sprint to Resolved