

## BornAgain - Refactoring #2028

Remove the functionality doubled in DepthProbeSimulation from SpecularSimulation and reuse common code

03 Apr 2018 18:14 - dmitry

<b>Status:</b>	Resolved	<b>Start date:</b>	03 Apr 2018
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	dmitry	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 37		
<b>Description</b>			

### History

#1 - 06 Apr 2018 09:42 - dmitry

- Assignee set to dmitry

#2 - 09 Apr 2018 06:43 - dmitry

- Status changed from Sprint to Resolved