

BornAgain - Feature #2142

Allow material tuning in real time view

11 Sep 2018 15:13 - pospelov

Status:	Resolved	Start date:	11 Sep 2018
Priority:	Normal	Due date:	
Assignee:	dmitry	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Sprint 39		
Description			
<ul style="list-style-type: none">• Create MaterialItemContainer to hold MaterialItem's• Let JobItem hold MaterialItemContainer <p>On JobItem construction, all relevant materials from MaterialModel should be copied to MaterialItemContainer All material's hash id's in the sample should be updated to point on materials from MaterialItemContainer It is strongly suggested to cover this part with extensive unit tests</p> <ul style="list-style-type: none">• Modify TransformToDomain::createDomainMaterial to create material basing on MaterialItemContainer (and not on AppSvc::materialModel)• Modify ParameterTreeUtils::createParameterTree to make material SLD's appearing in real time view			
Related issues:			
Related to BornAgain - Feature #2141: Allow for SLD fitting in GUI		Resolved	06 Sep 2018

History

#1 - 18 Sep 2018 09:42 - dmitry

- Related to Feature #2141: Allow for SLD fitting in GUI added

#2 - 27 Sep 2018 09:42 - herck

- Target version changed from Sprint 38 to Sprint 39

#3 - 26 Oct 2018 19:41 - dmitry

- Assignee set to dmitry

#4 - 15 Nov 2018 10:33 - dmitry

- Status changed from Sprint to Resolved