

BornAgain - Feature #2165

Consider disabling x,y offset in ParticleItem menu when they do not affect scattering pattern

20 Sep 2018 15:22 - pospelov

Status: Rejected	Start date: 20 Sep 2018
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	
Description	
<ul style="list-style-type: none">• Enable only in the context of ParticleComposition?	

History

#1 - 20 Sep 2018 15:36 - herck

It's a lot more complex than enabling it for ParticleComposition. One can define a lattice of simple basic particles using a ParticleDistribution, where the position will have an effect on the scattering. The same applies when two particles sit in a ParticleLayout with some interference function. In my opinion, it is not necessary to disable parameters that do not influence the scattering. The same reasoning would mean that we disable elevating particles higher in the top vacuum layer.

#2 - 21 Sep 2018 10:22 - pospelov

- Status changed from Backlog to Rejected

Ok, then rejecting.

I just thought how to alleviate user's confusion. We have answered on (x,y)-behavior question quite a few time already