BornAgain - Feature #2193

Import order and priority

10 Oct 2018 09:10 - dmitry

Status:	Resolved	**Start date:**	10 Oct 2018
Priority:	Normal	**Due date:**	
Assignee:	juan	**% Done:**	100%
Category:		**Estimated time:**	0.00 hour
Target version:	Sprint 39		

Description

Currently import data assistant is unconditionally opened on import 1d data action, neglecting BornAgain ability to read known formats.

Seems that these formats (e.g. .int) should be loaded without opening import assistant.

However, it does not work for numpy arrays and archives.

In the case of numpy, format is so simple, that a usual ASCII column-wise file can be mistaken for numpy data. For now it is suggested to treat them as usual ASCII files with opening the import assistant.

Archives can contain any data inside, thus they become hard to handle. Their treatment should be considered in a separate issue. Moreover, it is quite improbable, that user will provide archived data, with taking into account, that reflectometry measurements are quite light-weight.

The only exception are .int.gz archives, which are created by BornAgain itself. They should be treated by extension and imported without opening the assistant.

Another problem is that ASCII-files can have any extension, not only .txt or .csv. Let's assume, that any file with unknown extension should be opened through the import assistant. If it is a binary, assistant should show at least something without crash (as it does now already).

To let the user know, what input formats are accepted, they should be clearly specified in the import view (see attached screenshots).

So, **the desired behavior is as follows**:

1. **Loading known formats**: only .int, .int.gz, .txt, .csv should be shown, everything else is hidden. After the extension of the file opened was determined, dedicated loader is called or, if .txt or .csv file encountered, import assistant should be called.

2. **Loading ASCII file with arbitrary extension**: all files are shown, import assistant is opened after file was selected. Binary file selection should not lead to application crash.

Related issues:

Related to BornAgain - Envelope task #2192: 1D data import functionality	**Archived**	**10 Oct 2018**

History

#1 - 10 Oct 2018 09:10 - dmitry

- Related to Envelope task #2192: 1D data import functionality added

#2 - 05 Nov 2018 10:23 - juan

- Assignee set to juan

#3 - 05 Nov 2018 10:33 - juan

- Assignee deleted (juan)

#4 - 30 Nov 2018 16:39 - dmitry

- Status changed from Sprint to Resolved

- Assignee set to juan

- % Done changed from 0 to 100

Files

ImportViewNow1.png	62.5 KB	10 Oct 2018	dmitry
ImportViewNow2.png	76.4 KB	10 Oct 2018	dmitry
ImportViewToDo1.png	47.1 KB	10 Oct 2018	dmitry
ImportViewToDo2.png	59.2 KB	10 Oct 2018	dmitry