

BornAgain - Refactoring #227

Check replacement of Coordinate3D<int> by Geometry::BasicVector3D<int>

21 Mar 2013 01:14 - wuttke

Status: Archived	Start date: 21 Mar 2013
Priority: High	Due date:
Assignee: pospelov	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: Sprint 12	
Description If Coordinate3D.h in develop really works, then eliminate it altogether.	

History

#1 - 21 Mar 2013 11:04 - wuttke

- Priority changed from Normal to High

#2 - 21 Mar 2013 12:04 - pospelov

- Status changed from New to Backlog

#3 - 21 Mar 2013 12:04 - pospelov

- Status changed from Backlog to Sprint

#4 - 21 Mar 2013 12:04 - pospelov

- Target version set to Sprint 12

#5 - 21 Mar 2013 12:05 - pospelov

- Assignee set to pospelov

#6 - 21 Mar 2013 12:05 - pospelov

- Status changed from Sprint to Resolved

#7 - 11 Apr 2013 10:04 - herck

- Status changed from Resolved to Archived