

BornAgain - Feature #2285

Name layers in GUI by their material name

14 Jan 2019 17:47 - herck

Status:	Resolved	Start date:	14 Jan 2019
Priority:	Normal	Due date:	
Assignee:	juan	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Sprint 41		
Description			
The material name could also appear in the layer representation in the sample designer.			

History

#1 - 03 Jun 2019 11:48 - juan

- Status changed from Backlog to Sprint
- Assignee set to juan
- Target version set to Sprint 41

#2 - 03 Jun 2019 11:48 - juan

- Status changed from Sprint to Resolved