

BornAgain - Feature #2293

3DView: provide mesocrystals in particle distribution

31 Jan 2019 12:15 - pospelov

Status:	Backlog	Start date:	31 Jan 2019
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Simulation itself seems to be working. 3D rendering emmits warning			
Sorry, MesoCrystal inside ParticleDistribution not yet implemented			
Stay tuned!			
This is the request from Asena Cerhan< asenacerhan@gmail.com > from Eve Herzig group.			