

## BornAgain - Feature #604

### Implement QStandardItemModel hierarchy

12 Feb 2014 15:22 - herck

<b>Status:</b>	Archived	<b>Start date:</b>	12 Feb 2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 23		
<b>Description</b>			
This object hierarchy will serve as the underlying level that the Views will represent.			
<b>Subtasks:</b>			
Feature # 608: Basic QStandardItemModel structure			<b>Archived</b>
Feature # 609: Generate domain objects from GUI model objects			<b>Archived</b>
Feature # 610: Generate QStandardItem objects from the domain objects			<b>Resolved</b>
Feature # 611: Attach drag&drop view to the underlying QStandardItemModel			<b>Archived</b>
Feature # 612: Attach Property Editor View to the underlying QStandardItemModel			<b>Archived</b>
Feature # 613: Complete correspondence between domain and GUI model objects			<b>Resolved</b>
Feature # 645: Implement formfactory property as combobox in property editor			<b>Archived</b>
Feature # 648: Provide serialization of ParticleItem			<b>Rejected</b>
Feature # 653: Implement ParticleView representing ParticleItem			<b>Resolved</b>
Feature # 654: Complete IsGISAXS01 sample generation from GUI			<b>Resolved</b>
Feature # 655: Implement parameterized items for 1D and 2D paracrystals			<b>Resolved</b>
Feature # 656: Implement views for 1D and 2D paracrystals			<b>Rejected</b>
Feature # 597: Attach Instrument view to session model			<b>Resolved</b>
Feature # 615: Implement add/remove/move in TreeView			<b>Archived</b>
Feature # 641: Drag items to root in treeview			<b>Archived</b>
Feature # 646: Implement serialization of subitems of ParameterizedItem			<b>Resolved</b>
Feature # 700: Implement core shell particles in GUI			<b>Archived</b>
Feature # 701: Implement layer roughness in GUI			<b>Archived</b>
Feature # 702: Implement position particle info equivalent in GUI			<b>Rejected</b>
Feature # 703: Implement rotation of particles in GUI			<b>Archived</b>
Feature # 704: Implement Lattice2D interference function in GUI			<b>Archived</b>

### History

#### #1 - 14 Feb 2014 13:47 - herck

- Assignee deleted (herck)

#### #2 - 11 Apr 2014 13:49 - pospelov

- Status changed from Sprint to Backlog

- Target version deleted (Sprint 20)

#### #3 - 04 Jun 2014 14:34 - pospelov

- Status changed from Backlog to Sprint

- Target version set to Sprint 22

#### #4 - 31 Jul 2014 16:04 - pospelov

- Status changed from Sprint to Backlog

#### #5 - 31 Jul 2014 16:05 - pospelov

- Target version deleted (Sprint 22)

**#6 - 01 Aug 2014 13:22 - pospelov**

- Status changed from Backlog to Sprint

- Target version set to Sprint 23

**#7 - 27 Aug 2014 16:04 - pospelov**

- Status changed from Sprint to Resolved

It was pretty long living parent item with lots of children item successfully accomplished. And although we could keep adding more and more other children to it, I rather suggest to declare this one as completed and start new one.

**#8 - 28 Aug 2014 11:26 - pospelov**

- Status changed from Resolved to Archived