

BornAgain - Bug #997

GUI: progress bar shows wrong progress in the case of beam divergence

05 Mar 2015 11:36 - pospelov

Status:	Archived	Start date:	05 Mar 2015
Priority:	Normal	Due date:	
Assignee:	pospelov	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Sprint 26		
Description			
<ul style="list-style-type: none">• also seems that IntensityDataWidget is not updated when simulation is complete			

History

#1 - 06 Mar 2015 15:14 - pospelov

- Description updated
- Status changed from New to Sprint
- Target version set to Sprint 26

#2 - 10 Mar 2015 10:21 - pospelov

- Description updated
- Assignee set to pospelov

#3 - 10 Mar 2015 17:10 - pospelov

- Status changed from Sprint to Resolved

#4 - 21 Apr 2015 17:03 - pospelov

- Status changed from Resolved to Archived