Comparison of (q,E) maps in Mantid and Horace for FePS3 (non-orthogonal system) single data run collected on Merlin. Sliceviewer is used, because this way NaN are handled properly.

When the third option for normalisation (Number of Events) is chosen, good agreement is seen.

Mantid handles non-orthogonal axes better than Horace, which required an orthogonal equivalent to the direction to be established. Hence the different labels below.

However, Mantid doesn’t recognise the averaged value of the third dimension, as Merlin does, and always labels the axis with the direction of the first dimension, without taking the third into account, i.e. below it would always be [H 0 0], rather than [H 0.5 0] or [H 1 0]. In order to have the correct labels below, it was necessary to modify the axis labels in Paint! The axis label problem can be got around by converting to a matrix workspace and then plotting as a 2D graph, but this is when the NaN go crazy, and you end up not being able to distinguish between a measured zero, and regions of (q,E) space that were never measured.







