

BornAgain - Bug #1083

Trivial MultiLayer samples (no roughness, no particles) cause simulation crash.

12 May 2015 16:26 - pospelov

Status: Archived	Start date: 12 May 2015
Priority: Normal	Due date:
Assignee: herck	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: Sprint 29	
Description It seems that it is some new and unintended behavior. I think before such geometry was possible to simulate, although IntensityData was empty (i.e. was containing zeros, as it should be).	

History

#1 - 14 Sep 2015 11:40 - pospelov

- Status changed from New to Sprint
- Target version set to Sprint 29

#2 - 25 Sep 2015 12:49 - herck

- Assignee set to herck

#3 - 25 Sep 2015 13:20 - herck

- Status changed from Sprint to Resolved

#4 - 03 Nov 2015 10:01 - pospelov

- Status changed from Resolved to Archived