

## BornAgain - Refactoring #1284

### Move particle surface density to interference function instead of particle layout

25 Jan 2016 13:02 - herck

<b>Status:</b>	Rejected	<b>Start date:</b>	25 Jan 2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
Logically, this density belongs to the interference function			

#### History

**#1 - 13 Apr 2016 18:33 - wuttke**

- Parent task set to #1406

**#2 - 16 Nov 2016 18:20 - wuttke**

- Parent task changed from #1406 to #1645

**#3 - 12 Jan 2018 17:37 - herck**

- Status changed from Backlog to Rejected

There is no point in moving it out of ParticleLayout for the moment, as we often have:

-no interference function

-an interference function that does not enforce a certain density

From the GUI perspective, it is then more natural to keep this information in ParticleLayout and disable this parameter when an interference function with special density is added (as it is now)

**#4 - 18 Sep 2020 18:13 - wuttke**

- Parent task deleted (#1645)