

BornAgain - Refactoring #1649

Ensure consistent use of ambientMaterial

19 Nov 2016 17:28 - wuttke

Status:	Resolved	Start date:	19 Nov 2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Is ambientMaterial==nullptr allowed? If no, prevent it from ever occurring. If yes, make sure we don't call *ambientMaterial without prior check.			

History

#1 - 29 Nov 2016 09:31 - wuttke

- Parent task changed from #1290 to #1645

#2 - 28 Mar 2017 13:36 - herck

- Status changed from New to Resolved

This issue is resolved during a refactoring: materials are no longer polymorphic and are not stored as pointers anymore

#3 - 18 Sep 2020 18:17 - wuttke

- Parent task deleted (#1645)