

## BornAgain - Bug #1765

### GUI: ExportToPython generates unsorted material labels.

13 Feb 2017 18:20 - pospelov

<b>Status:</b>	Resolved	<b>Start date:</b>	13 Feb 2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	pospelov	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 34		
<b>Description</b>			
In SampleView:			
<ul style="list-style-type: none"><li>• Drag-and-drop sample to the canvas, open PyScriptView</li></ul>			
The code of Python script will be generated			
<ul style="list-style-type: none"><li>• Select multilayer and start to move it across the canvas.</li><li>• Materials in PythonView start to jump</li></ul>			
Sometimes code will look like			
<pre>material_2 = ba.HomogeneousMaterial("example05_PartA", 5.00000000003e-06, 0.0) material_3 = ba.HomogeneousMaterial("example05_PartB", 9.9999999995e-06, 0.0) material_12 = ba.HomogeneousMaterial("example05_Substrate", 1.5e-05, 0.0) material_1 = ba.HomogeneousMaterial("example05_Air", 0.0, 0.0)</pre>			
And sometimes			
<pre>material_3 = ba.HomogeneousMaterial("example05_PartB", 9.9999999995e-06, 0.0) material_2 = ba.HomogeneousMaterial("example05_PartA", 5.00000000003e-06, 0.0) material_12 = ba.HomogeneousMaterial("example05_Substrate", 1.5e-05, 0.0) material_1 = ba.HomogeneousMaterial("example05_Air", 0.0, 0.0)</pre>			
Note the changing (and unsorted) material order.			
In release 1.6.1 it was working, in 1.7.0 already broken. It should be connected with the fact, that LabelMap doesn't preserve the order of insertion.			

### History

#### #1 - 02 Jun 2017 16:17 - pospelov

- Status changed from New to Sprint
- Priority changed from Low to Normal
- Target version set to Sprint 34

I find it's a very irritating behavior during real time demos. Adding to sprint...

#### #2 - 13 Jun 2017 18:36 - pospelov

- Assignee set to pospelov

**#3 - 14 Jun 2017 13:49 - pospelov**

*- Status changed from Sprint to Resolved*