

BornAgain - Bug #1871

Feature # 1858 (Resolved): Make possible using scattering length, number densities and scattering length densities as input material data

Prevent using WavelengthIndependentMaterial in computations with material averaging or make universal averaging procedure

25 Oct 2017 15:20 - dmitry

Status:	Resolved	Start date:	25 Oct 2017
Priority:	Normal	Due date:	
Assignee:	dmitry	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	Sprint 36		
Description			
The function CalculateAverageMaterial() in MainComputation.cpp makes proper material averaging only in the case of the material embracing refractive index / refractive coefficients.			

History

#1 - 02 Nov 2017 12:56 - dmitry

- Assignee set to dmitry

#2 - 02 Nov 2017 15:54 - dmitry

- Status changed from New to Sprint

#3 - 08 Nov 2017 14:39 - dmitry

- Status changed from Sprint to Resolved

- % Done changed from 0 to 100

#4 - 10 Nov 2017 10:33 - dmitry

- Target version set to Sprint 36