

## BornAgain - Bug #1886

### Average materials do not work if more than one layout is connected to the layer

10 Nov 2017 12:45 - ganeva

<b>Status:</b>	Rejected	<b>Start date:</b>	10 Nov 2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	herck	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 36		
<b>Description</b>			
The error message is			
libc++abi.dylib: terminating with uncaught exception of type std::runtime_error: MainComputation::getAveragedMultilayer: total volumetric fraction of particles exceeds 1!			
To reproduce take some BornAgain example and add the code to use average materials. Than add a particle layout twice (see the attached script).			

#### History

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**#1 - 10 Nov 2017 12:47 - herck**

- Status changed from New to Sprint
- Target version set to Sprint 36

**#2 - 15 Nov 2017 13:00 - herck**

- Status changed from Sprint to Rejected
- Assignee set to herck

This is intended behavior, the total volume of the particles embedded cannot be higher than the volume they're in.

#### Files

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test.py	1.87 KB	10 Nov 2017	ganeva
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