

BornAgain - Feature #2394

Core: inter-particle: finite-lattice shape must not be defined in multiples of base vectors

31 Jul 2019 16:26 - wuttke

Status:	Backlog	Start date:	31 Jul 2019
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>Currently, the outer shape of a InterferenceFunctionFinite2DLattice (or ditto in 3D) is defined in multiples of base vectors. Maybe this was easiest to implement, but there is no physical reason why the lattice should have such a shape.</p> <p>If shape matters, then we ought to allow arbitrary shapes. If only the order of magnitude of a characteristic length matters, then why not assume circular shape and take radius as the only parameter.</p>			

History

#1 - 18 Sep 2020 18:48 - wuttke

- Subject changed from *Finite lattices: shape must not be defined in multiples of base vectors* to *Core: Finite lattices: shape must not be defined in multiples of base vectors*

- Status changed from *New* to *Backlog*

#2 - 19 Sep 2020 10:13 - wuttke

- Subject changed from *Core: Finite lattices: shape must not be defined in multiples of base vectors* to *Core: inter-particle: finite-lattice shape must not be defined in multiples of base vectors*