

## BornAgain - Feature #2428

### Add Nevot-Croce roughness model

06 Apr 2020 10:27 - pospelov

<b>Status:</b>	Resolved	<b>Start date:</b>	06 Apr 2020
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	rbeerwerth	<b>% Done:</b>	100%
<b>Category:</b>	Reflectometry	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Sprint 43		
<b>Description</b>			

#### History

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##### #1 - 06 Apr 2020 10:30 - pospelov

- Category set to *Reflectometry*

##### #2 - 16 Apr 2020 15:18 - rbeerwerth

This feature is completed in PR 909 (<https://github.com/scgmlz/BornAgain/pull/909>)

Related PRs:

- Functional test <https://github.com/scgmlz/BornAgain/pull/917>
- Refactoring for preparation 1 <https://github.com/scgmlz/BornAgain/pull/907>
- Refactoring for preparation 2 <https://github.com/scgmlz/BornAgain/pull/908>

Possible enhancements:

- Enable different roughness models for different interfaces.  
To support this, I would suggest to move the transition function into the LayerRoughness class.  
This would make the newly introduced derived strategy classes that implement the transition again obsolete.  
Then it could be possible to globally specify a roughness model for a whole sample, and to override that for specific interfaces in the same sample

##### #3 - 16 Apr 2020 15:31 - rbeerwerth

- % Done changed from 0 to 100

##### #4 - 16 Apr 2020 15:32 - rbeerwerth

- Status changed from *Sprint* to *Resolved*