

BornAgain - Bug #516

Simulation of mesocrystal differs when doing 4 vs 8 threads

26 Nov 2013 17:42 - pospelov

Status: Archived	Start date: 26 Nov 2013
Priority: Normal	Due date:
Assignee: pospelov	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: Sprint 18	
Description	

History

#1 - 27 Nov 2013 17:32 - pospelov

- Status changed from *Sprint* to *Resolved*

It was a bug in roughness calculations due to unpropagated ThreadInfo

#2 - 20 Dec 2013 11:15 - pospelov

- Status changed from *Resolved* to *Archived*