

## Synergia2 - Bug # 21: Synergia crashes when the \*local\* number of particles goes to zero

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|---------------------|--|---------------------|--------|
| <b>Status:</b>      | New  | <b>Priority:</b>    | Normal |
| <b>Author:</b>      | James Amundson   | <b>Category:</b>    |        |
| <b>Created:</b>     | 07/27/2009   | <b>Assigned to:</b> |        |
| <b>Updated:</b>     | 07/27/2009   | <b>Due date:</b>    |        |
| <b>Subject:</b>     | Synergia crashes when the *local* number of particles goes to zero   |                     |        |
| <b>Description:</b> | As far as I can tell, Synergia crashes when the *local* number of particles goes to zero. This problem will probably require several new checks. |                     |        |

### History

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