When you have a volume with daughters, the modeler creates for each volume some optimization structures called voxels (see Voxelization) to minimize the penalty having too many daughters in your tracking performance. I.e. in a structure where you have many daughters, such as a pixel layer, or a chambers with thousands of wires, to find in which volume the point (x,y,z) is located (you have to imagine a loop into all the daughter volumes).

If I remember correctly, the warning appears when the bounding box of an assembly is smaller than the inside volumes. In any case, the warning reflects some anomaly in the geometry, virtual or non virtual overlaps of clashes. Have you tried to take a look into such volumes, to understand what could be the possible reason? Which lmd geometry are you checking?