

```

uniform mesh UniMesh {
  cells: // fields stored at cell centers
    float    presure, temperature;

  vertex: // fields stored at mesh vertices
    float3    velocity;
};

...
// Construct a two-dimensional instance of the mesh.
UniMesh my_mesh[512, 512];

...
// Compute over all cells of the mesh.
forall cells c of my_mesh {
  ...
}

// Render each cell of the mesh giving it a
// user-specified mapping to colors...
renderall cells c of my_mesh {
  ...
  color = ...;
}

```