

How to use
`glue::set_sub_range` and
`glue::get_sub_range`

```

void do_simulation_step()
{
    double      const move_x      = 0.01;
    double      const move_y      = 0.01;
    unsigned int const my_object_label = 1u;

    glue::Phase const my_phase      = glue::make_phase(engine, my_object_label);

    std::vector<double> px;
    std::vector<double> py;

    glue::get_sub_range_current(engine, my_phase, px, py);

    std::vector<double> px_new (px.begin(), px.end());
    std::vector<double> py_new (py.begin(), py.end());

    for (unsigned int i = 0u; i != py_new.size(); ++i)
    {
        px_new[i] += move_x;
        py_new[i] += move_y;
    }

    glue::set_sub_range_target(engine, my_phase, px_new, py_new);
}

```

Step 1: Get a phase object

Step 2: Get current coordinates

Step 3: Set target coordinates
for phase

Current and target attributes are in-built named attributes...
Target attributes must be set for all vertices in phase. If no
target attributes are specified then it is implicitly assumed
target is equal to current attribute values.