

General Robust Interface Tracking (GRIT) Meshes in 2D

Overview and Introduction

by

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8 Steps

- STEP 1: History of development of GRIT
- STEP 2: Getting the code
- STEP 3: Install dependencies
- STEP 4: Run CMake
- STEP 5: Compile, link and run
- STEP 6: Understanding an application using GRIT
- STEP 7: Write your own application
- STEP 8: How to make a movie