Step 1:Create and clear a user custom field named phi

One can have custom attributes for vertices (0u), edges (1u) and faces (2u).

```
inline void setup_fields( grit::engine2d_type &  engine )
{
  engine.attributes().create_attribute( "phi",   2u );

  glue::clear_attribute( engine, "phi",  0.0, glue::FACE_ATTRIBUTE() );
}
```

```
inline void do_simulation_step(
                               grit::engine2d_type          & engine
                               , util::ConfigFile      const & settings
                               )
{
  std::vector<double> phi;    // Resulting potential

  glue::Phase const domain = glue::make_phase(engine);

  glue::get_sub_range(engine, domain, "phi",   phi,  glue::FACE_ATTRIBUTE()   );

  //… Compute a new phi field value …

  glue::set_sub_range(engine, domain, "phi",  phi,  glue::FACE_ATTRIBUTE()   );
}
```

Step 2: Get the field values

Step 3: Set the field values

Use glue::VERTEX_ATTRIBUTE, glue::EDGE_ATTRIBUTE or glue::FACE_ATTRIBUTE to tell GLUE what kind of attributes you are working on in glue::clear_attribute, glue::copy_attribute, and glue::set_sub_range & glue::get_sub_range.

How to use and setup a custom sizing field