

The Tutorials

- The demo “tutorial” shows how to setup GRIT and how one can use GLUE to get and set mesh information. The demo demonstrates how simple kinematic/geometric deformations can be applied to the mesh engine
- The demo “tutorial_multiphase” shows how to control multiple phases with the GLUE library and how one can specify a simple sizing field for user specified control of refinement and coarsening

Code a Simple Demo

Details comes later first we just look at code structure