

# Structure of Project Folder

- 3RDPARTY: Contains libraries not developed by us but used by us. In as much as possible we bundle other dependencies with our code to make it as self-contained as possible.
- GRIT: Contains the actual library code.
- UTILITIES: Contains a small collection of various tools for pre- or post processing.

# Structure of GRIT Folder

- GLUE: Contains source code for the glue library.
- UTIL: Contains source code for the util library
- GRIT: Contains source code for the moving mesh library
- APPS: Contains demo applications showing examples of how to write an application that “glues” a simulator together with our mesh engine.
- SIMULATORS: Contains a small collection of various simulators.
- bin: Contains cfg-files for applications and binary executables, and mesh data files (See data subfolder).
- lib: Contains static binary library files
- unit\_tests: Contains some unit tests for various functionality, you will likely only need to care about these if you wish to work on the core library functionality.