GRIT Library Overview

- GRIT library is the actual meshing library. It has a rich set of features and data types. Such as simplex sets, quality comparators, and much more.

- UTIL is a utility library making it easier to load config files, write log files and output matlab scripts etc. It contains many small utility tools, data types for making it convenient to write small demo applications. For instance a small tensor algebra library.

- GLUE is a helper library that makes it more simple to get started using GRIT. As the name suggest it is the “glue” between a simulator and a moving mesh. GLUE wraps GRIT interfaces and data structures into a simple array-based interface. GLUE may be simple to use but does not provide full functionality and comes with a performance penalty over using the raw GRIT directly from ones own application.

- SIMULATORS contains many black-box physics based simulators that we use in our demos and tutorials.

- APPS folder contains all our demos and tutorial examples.

Style of Code

- GRIT borrowed heavily from the OpenTissue (http://www.opentissue.org)in regards to how to structure and write library code.
- We would like in particular to high light the OpenTissue documentation on
    - Code standards,
        - http://www.opentissue.org/mediawiki/index.php/Code_standards
    - Good Practice,
        - http://www.opentissue.org/mediawiki/index.php/Good_Practice
    - Design Patterns,
        - http://www.opentissue.org/mediawiki/index.php/Design_Patterns
- In general the OpenTissue website contains many good hints for setting up svn and ssh to make it easier for developers to contribute. We strongly recommend looking through these pages to make life easier.