

Dependencies Overview

- DevIL: Used by util library for reading and writing image files (such as png or jpeg files)
- CUSP: Used by some simulators (not all) for solving linear systems. Requires NVIDIA CUDA Toolkit. The cusp version used by GRIT is bundled with 3RDPARTY.
- OpenTissue: Used by GRIT as the actual underlining mesh data structure. The sub-parts needed by GRIT is bundled with 3RDPARTY. OpenTissue uses a few things from Boost numerics.
- Unit-tests in GRIT are written using the Boost unit test framework. This means you need to make sure your boost installation will install the “binaries” from Boost that supports this framework.

Install Checklist

- DeVIL
 - <http://openil.sourceforge.net>
- NVIDIA CUDA TOOLKIT
 - <https://developer.nvidia.com/cuda-toolkit>
- Boost C++ Libraries
 - <http://www.boost.org>