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.

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.