
Algorithm 1 Compute index of nearest grid point given particle position (1D)

```
1: function FINDMESHINDEX(position,nGrid)
2:   index = math.floor(position + 0.5) + ((nGrid/2) + 1)
3:   if index = -1 then
4:     index = nGrid - 1
5:   end if
6:   ↩ index
7: end function
```
