(9.3) Refresh ghost zones

Neighbor in same refinement level
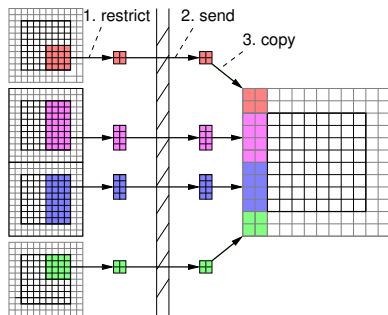

1. copy   2. send

3. copy
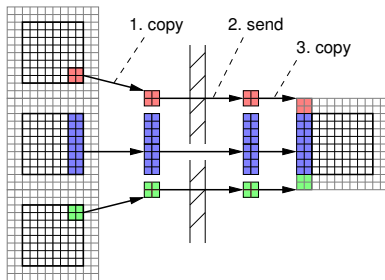
1. Face data copied to array
   - `FieldFace` object
2. Array sent to neighbor
   - chare entry method
   - array sent as message
3. Array copied to ghost zones

Refresh ends when arrays from all neighbors have been received.

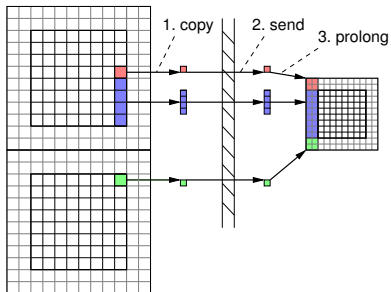# (9.3) Refresh ghost zones
Neighbor in coarser refinement level

1. restrict   2. send
3. copy

1. Face data coarsened to array
   - `Restrict` object
   - `FieldFace` array
2. Array sent to neighbor
3. Array copied to ghost zones

(9.3) Refresh ghost zones
Neighbor in finer refinement level

1. copy 2. send 3. prolong

1. Face data copied to array
2. Array sent to neighbor
3. Data interpolated to ghost zones
   - Prolong object