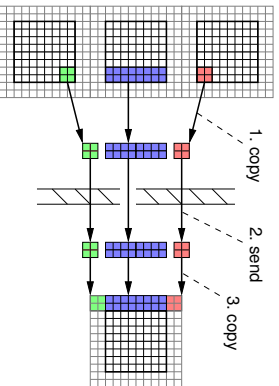


(9.3) Refresh ghost zones

Neighbor in same refinement level



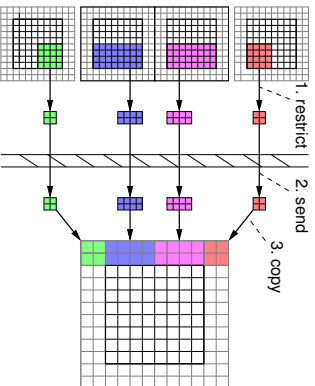
- 1** Face data copied to array
 - `FieldFace` object
- 2** Array sent to neighbor
 - `chare` entry method
 - array sent as message
- 3** Array copied to ghost zones

Refresh ends when arrays from all neighbors have been received.



(9.3) Refresh ghost zones

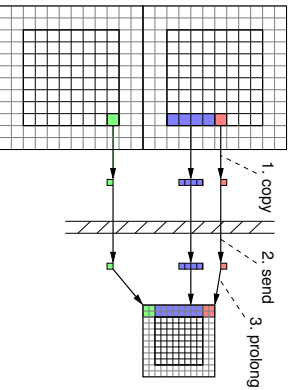
Neighbor in coarser refinement level



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