Mesh

Generic mesh base class.

RefineableMesh

Virtual base class for all refineable meshes.
Defines the (pure virtual) functions that must be
implemented by all refineable meshes that are
to be used within oomph-lib's automatic mesh
adaptation procedures.

SomeMesh

Fully functional mesh
with a fixed number of elements
and nodes. Cannot be adapted.

RefineableQuadMesh

Base class for all refineable quad meshes.
Implements the mesh adaptation procedures (defined
in the RefineableMesh base class) for 2D quad meshes,
using QuadTree–based refinement/unrefinement techniques.

AdaptiveSomeMesh

Fully functional adaptative mesh.
Combines (by inheritance) the mesh generation
implemented in the SomeMesh class, and the
mesh adaptation procedures implemented in the
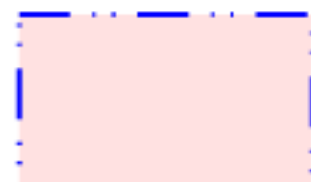RefineableQuadMesh class.

KEY:

Generic objects.

Generic objects that
implement mesh
adaptation procedures.

Specific mesh object. If
you need a mesh for an
unusual domain, you
can write your own.

Refineable version of
specific Mesh objects.
You can "upgrade" any existing
Mesh to make it refineable.