**ForestClaw** is a parallel, multi-block library for adaptive library for solving PDEs on adaptively refined logically Cartesian meshes. Some of the features of ForestClaw are:

1. Based on the highly scalable grid management library p4est.
2. Multi-block capabilities extends the usefulness of Cartesian mesh methods to many important domains, including the cubed sphere, and non-square rectangular regions.
3. Quad-tree adaptive meshing means that less meta is stored on each processor, and nearest-neighbors are easy to find.
4. Cartesian grid layout of each patch and regular neighbor patterns greatly simplifies the development of novel numerical methods.

**AMRClaw**: Level 1: 32x8; Refinement ratios: (4,4,2).

**ForestClaw**: 4x1 multi-block domain; Levels 0-5; 8x8 grids

**Antarctic ice sheet modeling**

*ForestClaw* (T. Isaac, C. Burstedde)
Each quadrant is a refined quad-tree.

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**Shock hitting a low density bubble**

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