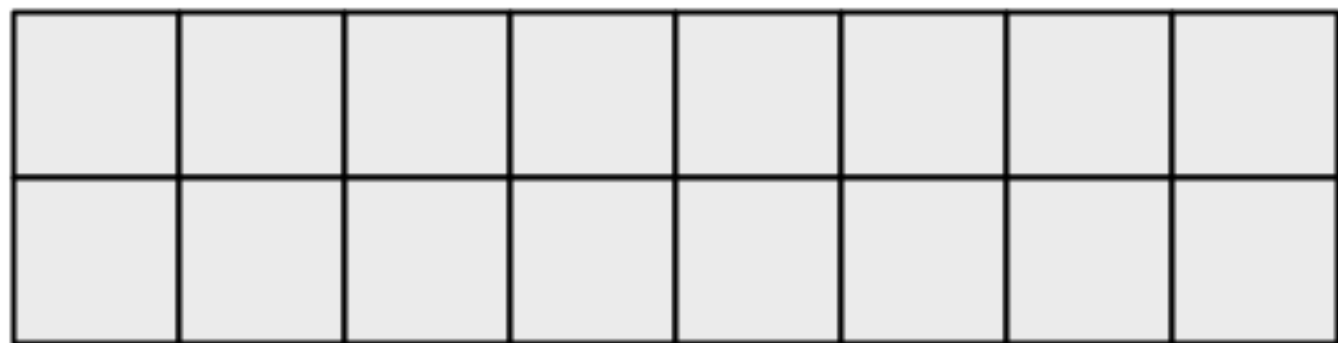


```
uniform mesh meshType;  
meshType myMesh[8,2];
```

rank 0  
(8 cells)



rank 1  
(2 cells)