

```

const wordList fluidNames(rp["fluid"]);

PtrList<fvMesh> fluidRegions(fluidNames.size());
// PtrList<dynamicFvMesh> fluidRegions(fluidNames.size());
forAll(fluidNames, i)
{
    Info<< "Create fluid mesh for region " << fluidNames[i]
        << " for time = " << runTime.timeName() << nl << endl;

    fluidRegions.set
    (
        i,
        new fvMesh
        // dynamicFvMesh::New
        (
            IOobject
            (
                fluidNames[i],
                runTime.timeName(),
                runTime,
                IOobject::MUST_READ
            )
        )
    );
}

```