

```
#include "createMeshes.H"
```

```
if (!fluidRegions.size() && !solidRegions.size())  
{  
    FatalErrorIn(args.executable())  
        << "No region meshes present" << exit(FatalError);  
}
```

```
fvMesh& mesh = fluidRegions.size() ? fluidRegions[0] : solidRegions[0];
```