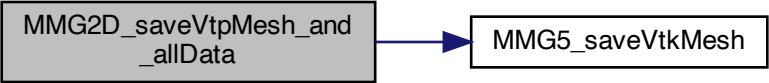


MMG2D_saveVtpMesh_and
_allData



```
graph LR; A[MMG2D_saveVtpMesh_and_allData] --> B[MMG5_saveVtkMesh]
```

MMG5_saveVtkMesh