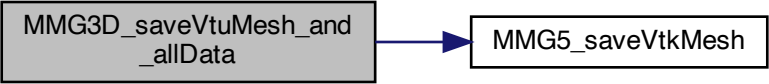


MMG3D_saveVtuMesh_and
_allData



```
graph LR; A[MMG3D_saveVtuMesh_and_allData] --> B[MMG5_saveVtkMesh]
```

MMG5_saveVtkMesh