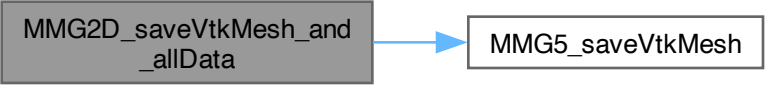


MMG2D\_saveVtkMesh\_and  
\_allData



```
graph LR; A[MMG2D_saveVtkMesh_and_allData] --> B[MMG5_saveVtkMesh]
```

MMG5\_saveVtkMesh