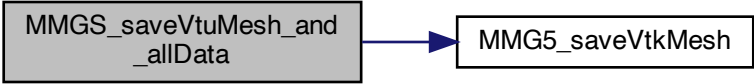


MMGS\_saveVtuMesh\_and  
\_allData



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

MMG5\_saveVtkMesh