


MMG3D_Set_inputMeshName



```
graph LR; A[MMG3D_Set_inputMeshName] --> B[MMG5_Set_inputMeshName]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a dark gray color and contains the text 'MMG3D_Set_inputMeshName'. The right box is white with a black border and contains the text 'MMG5_Set_inputMeshName'. The arrow points from the right side of the left box to the left side of the right box.

MMG5_Set_inputMeshName