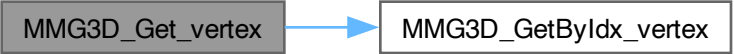


MMG3D_Get_vertex



```
graph LR; A[MMG3D_Get_vertex] --> B[MMG3D_GetByIdx_vertex]
```

A diagram showing a callout from the function `MMG3D_Get_vertex` to `MMG3D_GetByIdx_vertex`. The first box is gray and the second is white, connected by a blue arrow.

MMG3D_GetByIdx_vertex