

MMG3D_printSubArbre

```
graph LR; A[MMG3D_printSubArbre] --> B[MMG3D_printArbreDepth]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'MMG3D_printSubArbre'. A straight blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'MMG3D_printArbreDepth'. A curved blue arrow starts from the top of the right box and points back to the top of the same box, indicating a self-loop or recursive call.

MMG3D_printArbreDepth