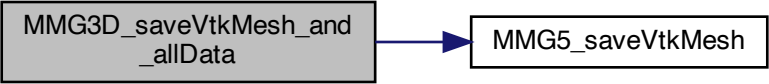


MMG3D_saveVtkMesh_and
_allData



```
graph LR; A[MMG3D_saveVtkMesh_and_allData] --> B[MMG5_saveVtkMesh]
```

MMG5_saveVtkMesh