

MMG3D_printSubArbre

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

The diagram illustrates a sequence of operations. It begins with a gray rectangular box labeled 'MMG3D_printSubArbre'. A straight blue arrow points from this box to a white rectangular box with a black border labeled 'MMG3D_printArbreDepth'. Above the 'MMG3D_printArbreDepth' box, there is a curved blue arrow that starts and ends at the same box, indicating a self-loop or a recursive call.

MMG3D_printArbreDepth