

fmatrix_allocate_3d



```
graph LR; A[fmatrix_allocate_3d] --> B[fmatrix_allocate_2d];
```

A diagram showing a transition from a 3D matrix allocation function to a 2D matrix allocation function. On the left, a gray rectangular box contains the text 'fmatrix_allocate_3d'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right, which contains the text 'fmatrix_allocate_2d'. Both boxes have a thin black border.

fmatrix_allocate_2d