

FVCode3D::Rigid\_Mesh  
::getInternalTipEdgesIdsVector

```
graph LR; A[FVCode3D::Rigid_Mesh::getInternalTipEdgesIdsVector] --> B[FVCode3D::Rigid_Mesh::Rigid_Mesh];
```

The diagram illustrates a call to a static method. A grey rectangular box on the left contains the text 'FVCode3D::Rigid\_Mesh' followed by '::getInternalTipEdgesIdsVector' on the next line. A dark blue arrow points from this box to a white rectangular box on the right. The white box contains the text 'FVCode3D::Rigid\_Mesh' followed by '::Rigid\_Mesh' on the next line. Both boxes have a black border.

FVCode3D::Rigid\_Mesh  
::Rigid\_Mesh