

FVCode3D::Rigid_Mesh
::getAveEdgeSize



```
graph RL; main[main] --> FVCode3D[FVCode3D::Rigid_Mesh::getAveEdgeSize];
```

The diagram illustrates a function call. On the right, a white rectangular box labeled 'main' has a dark blue arrow pointing left to a larger, gray rectangular box. The gray box contains the text 'FVCode3D::Rigid_Mesh' on the top line and '::getAveEdgeSize' on the bottom line. Both boxes have black borders.

main