

FVCode3D::Mesh3D::clear



```
graph LR; A[FVCode3D::Mesh3D::clear] --> B[FVCode3D::FractureNetwork3D::clear]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'FVCode3D::Mesh3D::clear'. The right box is white with a black border and contains the text 'FVCode3D::FractureNetwork3D::clear' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

FVCode3D::FractureNetwork3
D::clear