

FVCode3D::Rigid_Mesh
::Edge_ID::getSeparatedFacetsIds



```
graph LR; A["FVCode3D::Rigid_Mesh  
::Edge_ID::getSeparatedFacetsIds"] --> B["FVCode3D::Rigid_Mesh  
::getEdgesVector"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'FVCode3D::Rigid_Mesh' followed by '::Edge_ID::getSeparatedFacetsIds' on the next line. The right box is white with a black border and contains the text 'FVCode3D::Rigid_Mesh' followed by '::getEdgesVector' on the next line. A dark blue arrow points from the right side of the left box to the left side of the right box.

FVCode3D::Rigid_Mesh
::getEdgesVector