

FVCode3D::Rigid_Mesh
::Fracture_Facet::getIdAsCell

```
graph LR; A[FVCode3D::Rigid_Mesh::Fracture_Facet::getIdAsCell] --> B[FVCode3D::Rigid_Mesh::getFacetsVector]; A --> C[FVCode3D::Rigid_Mesh::getCellsVector];
```

The diagram illustrates a function call. A shaded box on the left contains the text 'FVCode3D::Rigid_Mesh::Fracture_Facet::getIdAsCell'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'FVCode3D::Rigid_Mesh::getFacetsVector'. The bottom arrow points to another white box containing 'FVCode3D::Rigid_Mesh::getCellsVector'.

FVCode3D::Rigid_Mesh
::getFacetsVector

FVCode3D::Rigid_Mesh
::getCellsVector