

FVCode3D::evaluateMatrix



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'FVCode3D::evaluateMatrix'. The right box is white and contains the text 'FVCode3D::Rigid\_Mesh::getCellsVector'. A blue arrow points from the right side of the left box to the left side of the right box.

FVCode3D::Rigid\_Mesh  
::getCellsVector