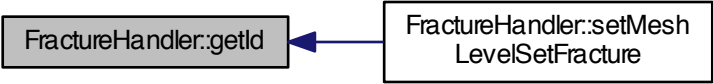


FractureHandler::getId



```
graph LR; A[FractureHandler::setMeshLevelSetFracture] --> B[FractureHandler::getId];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'FractureHandler::getId'. The box on the right is white and contains the text 'FractureHandler::setMesh' on the top line and 'LevelSetFracture' on the bottom line. A dark blue arrow points from the right side of the white box to the left side of the gray box.

FractureHandler::setMesh  
LevelSetFracture