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Subject: Re: Need suggestions for Data structure

Posted by [jjacksonRIAB](#) on Tue, 14 Nov 2023 18:36:20 GMT

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VertexArray could be what you're looking for, it can store heterogeneous sequences. Another way would be a homogeneous array of type float and then a separate metabuffer (also an array of type float) that indicates the operation/number of items to consume, winding, etc. If you plan on sending this information to a GPU for further processing, then the homogeneous array of floats + metabuffer might be your best option.

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