Subject: Re: Need suggections for Data structure
Posted by jjacksonRIAB on Tue, 14 Nov 2023 18:36:20 GMT

ValueArray 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.