Subject: Need suggections for Data structure
Posted by deep on Sat, 28 Oct 2023 06:08:14 GMT
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Hi,

I want to process text motion sequences.

I plan to process text and convert it to data struct

I want to hold this sequential data for further processing.

For each type I have pre-defined data struct.

--- some data types ---
Point3D - x,y,z

Line - P1,p2

Arc - p1,p2,pCenter, cw/ccw

point & normal - x,y,z,i,j,k

Equation - length = sqrt((x2-x1)^2 + (y2-y1)^2)

I want suggestions for the sequenced data.
Line to be deleted from memory after processing.

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