

DCEL mit zusätzlichen Informationen

Definition

```
typedef Pm_segment_traits_2<K>          Pm_traits;
typedef Pm_traits::Point_2              Point;
typedef Pm_traits::X_monotone_curve_2   Segment;

class My_vertex : public Pm_vertex_base<Point>
{
public:
    int inf;
};
typedef Pm_halfedge_base<Segment>      My_halfedge;
typedef Pm_face_base                    My_face;

typedef Pm_dcel<My_vertex,My_halfedge,My_face>  My_DCEL;
typedef Planar_map_2<My_DCEL,Pm_traits>        Planar_map;

Planar_map  Ein_geradliniger_planarer_Graph_mit_Info_in_den_Ecken;
```

Zugriff

```
Vertex_handle  v = wo_auch_immer_die_Ecke_herkommt ();
v->inf = 17;
Vertex_handle  w = eine_andere_Ecke ();
cout << "vertex " << w->point() << " contains info: " << w->inf << "\n";
```