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";
```