Karl Schultz wrote:

>
> "Thomas Gutzler" <tgutzler@ee.uwa.edu.au> wrote in message
> news:3DF947BE.F454E7E@ee.uwa.edu.au...
>>
>> [..] Just move the 5 elements describing the
>> polygon I want not be shown to the end and put a -1 in front. But I
>> thought thats bad programming style, isn't it ?
>
> I'm not sure about style, but appending the "disabled" polygon and the -1 to
> the end of your polygon list is going to cause an alloc/free and a copy of
> the entire list.

Argh, you're right. I forgot that moving the elements to the end is fine
but they cannot be reenabled.

> If it were me, I'd think about just copying the disabled polygon out to
> another data structure, along with its starting index. Then, I zap the poly
> in the original list to zero. I copy the polygon back to the same place to
> reenable it.

I'm going to do this.

> One cool thing I thought of is that a negative value for a vertex count
> would mean skip over the (positive) number of vertices. That is, a -3 in a
> list would mean skip the next three elements. This would let you skip a
> polygon by just changing the sign in the count. -1 would still mean "end of
> list", since a polygon with 1 vertex isn't valid anyway. I don't know what
> the utility/confusion ratio would be here...

nice toy :)

thanks,
  Tom