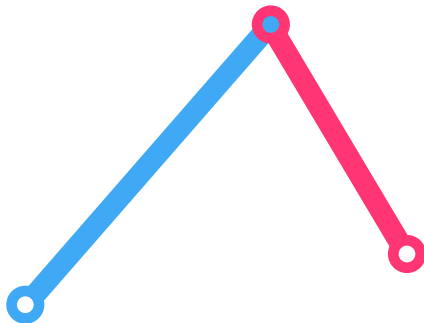
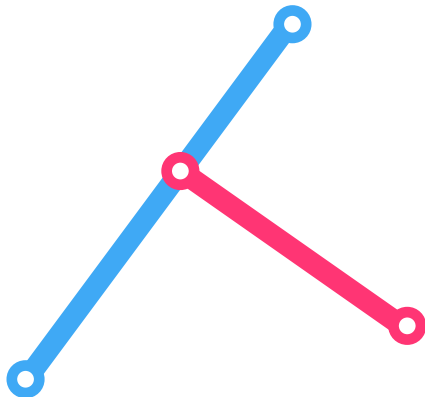


new vertex

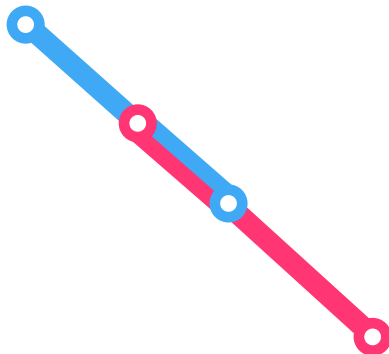
two-split cross



NO split



one-split cross



overlap