

Edges:

0
1
2
3

Halfedges:

startVertexIndex=0 endVertexIndex=1 nextEdge=1 previousEdge=3 faceIndex=0
edgeIndex=0

startVertexIndex=1 endVertexIndex=2 nextEdge=2 previousEdge=0 faceIndex=0
edgeIndex=1

startVertexIndex=2 endVertexIndex=3 nextEdge=3 previousEdge=1 faceIndex=0
edgeIndex=2

startVertexIndex=3 endVertexIndex=0 nextEdge=0 previousEdge=2 faceIndex=0
edgeIndex=3

Faces:

FaceIndex:0 Edges 0->1->2->3

//After split

Edges:

0
1
2
3
4
5
6

Halfedges:

startVertexIndex=0 endVertexIndex=1 nextEdge=1 previousEdge=3 faceIndex=0
edgeIndex=0

startVertexIndex=1 endVertexIndex=2 nextEdge=2 previousEdge=0 faceIndex=0
edgeIndex=1

startVertexIndex=2 endVertexIndex=4 nextEdge=4 previousEdge=1 faceIndex=0
edgeIndex=2

startVertexIndex=5 endVertexIndex=0 nextEdge=0 previousEdge=4 faceIndex=0
edgeIndex=3

startVertexIndex=4 endVertexIndex=5 nextEdge=5 previousEdge=6 faceIndex=1
edgeIndex=4

startVertexIndex=4 endVertexIndex=3 nextEdge=6 previousEdge=4 faceIndex=1
edgeIndex=5

startVertexIndex=3 endVertexIndex=5 nextEdge=4 previousEdge=5 faceIndex=1
edgeIndex=6

Faces:

FaceIndex:0 Edges 0->1->2->4->3

FaceIndex:1 Edges 4->5->6