
Subject: Re: How to know how much memory (in Mb) takes an object ? 1700 on memory grObjects is too much?

Posted by [David Fanning](#) on Sat, 07 Feb 2009 05:32:14 GMT

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bernat writes:

> Ahora estoy como al principio (I know u undertand spanish David :P)

> Have we the same oppinion when I say that object graphics have a
> better look-and-feel (looks more nice) than Direct Graphics ?

Yes, we are in absolute agreement about this.

> The most important difference between my application (in
> ObjectGraphics) and the last application version (in Direct Graphics)
> is the appearence of the fonts.

Yes, but is a lot of work for fonts, verdad? :-)

> But.... maybe there is a way to represents a nice Fonts using Direct
> Graphics and all of my work was for nothing (useless).

Very few ways to get nice fonts using direct graphics
in display windows. But I get great looking viewgraphs,
etc., now that I know how to use ImageMagik to turn
PostScript files into PDF or PNG files. :-)

See, for example, the PS_START/PS_END programs on my web page.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
