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

Posted by [Michael Galloy](#) on Fri, 06 Feb 2009 22:01:47 GMT

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bernat wrote:

> Ok,

>

> 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 ?

> The most important difference between my application (in

> ObjectGraphics) and the last application version (in Direct Graphics)

> is the appearence of the fonts.

Yes, object graphics has nicer fonts than direct graphics, although neither are really that great IMHO.

> But.... maybe there is a way to represents a nice Fonts using Direct

> Graphics and all of my work was for nothing (useless).

If you really care about fonts, produce PostScript output and convert the result to an image using ImageMagick. Nice for "showcasing" something, but probably too much for an interactive application.

Mike

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