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

Posted by [natha](#) on Fri, 06 Feb 2009 20:44:44 GMT

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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.

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

I agree your oppinions

Thanks

B.
