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 19:42:03 GMT

Ok,

I had an application writted using direct graphics and I converted it
to object graphics. I prefer object graphics because the fonts and all
the interaction (in general) are better
The problem is, for example, when I convert a loop like this:

plot, x, y
For i=0, 1500 Do oplot, x2[i,*], y2[i,*]

For this example I use 1500 IDLgrPlot objects and I save all of that
in an IDLgrModel.
Now I'm asking if it's correct to save all of this references in
memory.
Maybe this a crazy question....

I used the IDLgrBuffer for convert all of that to an IDLgrImage. So, I
only have 1 object in memory.
The other question was how to know how much memory is an object
taken...

What do you think about that David ?
Thanks,

Bernat