
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 Fri, 06 Feb 2009 17:11:59 GMT

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bernat writes:

> I've an IDLgrModel with more than 1500 graphical objects and I want to
> know if that is too much.

To much for what? Too much typing for damn sure. ;-)

> Is a good idea convert all the images to an IDLgrImage using
> IDLgrBuffer or you think should not be a great problem to save all of
> these references in the memory.. ?

Say what!? Why would you be doing this?

What is it you *are* doing, anyway?

Cheers,

David

--

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

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