
Subject: 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 14:51:22 GMT

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Hello people,

I've an IDLgrModel with more than 1500 graphical objects and I want to know if that is too much. At the same time, I would know how many memory takes this object....

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.. ?

Any suggestions

B.
