
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

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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

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 20:08:38 GMT

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bernat writes:

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```

- > in an IDLgrModel.
- > Now I'm asking if it's correct to save all of this references in
- > memory.
- > Maybe this a crazy question....

Well, if you want to redraw the plot (maybe you resized the window or something), then you are either going to have to have all these objects available, or you are going to have to re-create them. (By the way, I think I would have used polylines rather than plots, but I don't know if one is better than the other or not.)

- > I used the IDLgrBuffer for convert all of that to an IDLgrImage. So, I
- > only have 1 object in memory.

If your application allows this (not much interactivity, I guess) then what the heck, destroy all those overplot objects. You aren't going to use them anyway.

- > The other question was how to know how much memory is an object
- > taken...

I don't know. Objects are implemented as named structures, so... Some overhead, I guess, but not that much. I suppose there much be a place where the overhead of storage has to be balanced against the time needed to create and destroy all these objects. Hard to say if 1500 is the limit. What kind of performance to you get if you have to re-draw?

- > What do you think about that David ?

I think unless you are throwing this plot onto the screen of your local movie theater, that plot is going to be damned hard to read! :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

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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.

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

Posted by [Giorgio](#) on Sat, 07 Feb 2009 04:57:40 GMT

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> The other question was how to know how much memory is an object
> taken...

One possibility which I did not explore is to use the memory function.
One issue will be when dynamic variables change size.

Cheers,

Giorgio

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 Sat, 07 Feb 2009 05:32:14 GMT

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bernat writes:

> 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 ?

Yes, we are in absolute agreement about this.

> The most important difference between my application (in
> ObjectGraphics) and the last application version (in Direct Graphics)
> is the appearence of the fonts.

Yes, but is a lot of work for fonts, verdad? :-)

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

Very few ways to get nice fonts using direct graphics
in display windows. But I get great looking viewgraphs,
etc., now that I know how to use ImageMagik to turn
PostScript files into PDF or PNG files. :-)

See, for example, the PS_START/PS_END programs on my web page.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Posted by [natha](#) on Mon, 09 Feb 2009 14:10:57 GMT

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I'm from Barcelona (Spain) but now I'm working in Canada.

We talk to you before, when u went to Spain (I invited you to see our university but you was too busy in Madrid I think)

I'll continue using object graphics but thank you for the PS_START/PS_END programs. It looks so interesting.

> See, for example, the PS_START/PS_END programs on my web page.

>

> Cheers,

>

> David

>

> P.S. Donde vive usted? Quisiera visitarle. Compraré la cerveza. :-)

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

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

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

Posted by [Giorgio](#) on Mon, 09 Feb 2009 23:13:05 GMT

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Que bueno es ver que existe una pequeña comunidad de hispano-hablantes que usa IDL! O en todo caso, que existe gente que usa IDL y le gusta el español :-).

Bernat, en que parte de Canada estas? Yo estoy en Vancouver y soy argentino.

Giorgio

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

Posted by [natha](#) on Tue, 10 Feb 2009 16:33:17 GMT

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Soy de Barcelona, estoy en la otra punta de Canada. Montreal !
