
Subject: Re: image scaling with object graphics
Posted by [davidf](#) on Wed, 03 Mar 1999 08:00:00 GMT
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PabloMason (pablomason@aol.com) writes:

> Is there any way to scale an image (using object graphics) where you can
> specify whether to use bi-linear interpolation or pixel replication?

I don't think so. At least not in the way I think you mean when you ask the question. I haven't fooled with this, but you might be able to simulate pixel replication by a judicious choice of your arbitrary coordinate system. That is, if you made your coordinate system 512 by 512 units and you had a 256-by-256 image, you might get what appears to be pixel replication. Worth a try.

> Which way is "oModel -> Scale (dx, dy, dz)"
> zooming?

This is a trick question. What are the values of dx, dy and dz? :-)

Cheers,

David

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