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Subject: image scaling with object graphics

Posted by [pablomason](#) on Wed, 03 Mar 1999 08:00:00 GMT

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Is there any way to scale an image (using object graphics) where you can specify whether to use bi-linear interpolation or pixel replication? Which way is "oModel -> Scale (dx, dy, dz)" zooming? Any help would be appreciated! Thanx -Pablo

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