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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I give .....