

GLTransformation

```
# _matrix: GLfloat[16]
```

```
+ GLTransformation()
```

```
+ <<const>> operator +(rhs: const GLTransformation&): const GLTransformation
```

```
+ <<const>> operator -(rhs: const GLTransformation&): const GLTransformation
```

```
+ <<const>> operator *(rhs: const GLTransformation&): const GLTransformation
```

```
+ <<const>> operator *(rhs: const GLfloat&): const GLTransformation
```

```
+ <<const>> operator *(rhs: const Cartesian3&): const Cartesian3
```

```
+ <<const>> operator *(rhs: const Homogeneous3&): const Homogeneous3
```

```
+ <<const>> operator /(rhs: const GLfloat&): const GLTransformation
```

```
+ operator +=(rhs: const GLTransformation&): GLTransformation&
```

```
+ operator -=(rhs: const GLTransformation&): GLTransformation&
```

```
+ operator *=(rhs: const GLfloat&): GLTransformation&
```

```
+ operator /=(rhs: const GLfloat&): GLTransformation&
```

```
+ loadIdentity(): void
```

```
+ loadNullMatrix(): void
```

```
+ <<const>> operator ()(row: GLint, column: GLint): const GLfloat&
```

```
+ <<const>> operator [] (i: GLint): const GLfloat&
```

```
+ operator ()(row: GLint, column: GLint): GLfloat&
```

```
+ operator [] (i: GLint): GLfloat&
```

```
+ <<const>> transpose(): GLTransformation
```

```
+ <<const>> determinant(): GLfloat
```

```
+ <<const>> inverse(invertible: bool* = nullptr): GLTransformation
```

```
+ <<const>> address(): const GLfloat * const
```

```
+ <<const>> clone(): GLTransformation*
```

```
<<friend>> operator * (lhs: const GLfloat&, rhs: const GLTransformation&): const GLTransformation
```

```
<<friend>> operator <<(lhs: std::ostream&, rhs: const GLTransformation&): std::ostream&
```

```
<<friend>> operator >>(lhs: std::istream&, rhs: GLTransformation&): std::istream&
```