```
Matrix< 4, 4, float >
- m
+ Matrix()
+ Matrix()
+ operator()()
+ operator()()
+ isIdentity()
+ setToldentity()
+ fill()
+ transposed()
+ operator+=()
+ operator-=()
+ operator*=()
+ operator/=()
+ operator==()
+ operator!=()
+ data()
+ data()
           # matrix
                             Vector3< float >
                             - XC
                             - yc
                             - zc
                             + Vector3()
                             + Vector3()
                             + x()
  Transformation
                             + setX()
                             + y()
                             + setY()
                             +z()
+ Transformation()
                             + setZ()
+ ~Transformation()
                             + length()
+ getMatrix()
                             + operator+=()
+ transform()
                             + operator-=()
+ resetOrigin()
                             + operator*=()
                             + operator+()
                             + operator-()
                             + operator-()
                             + operator*()
                             + operator==()
                             + normalized()
                             + dot()
                             + cross()
                                  #_origin
                   RotateZTransformation
                 + RotateZTransformation()
                 + transform()
                 + resetOrigin()
```