```
Matrix< 4, 4, float >
```

- m

+ Matrix()
+ Matrix()
+ operator()()
+ operator()()
+ isIdentity()
+ setToIdentity()
+ fill()
+ transposed()
+ operator+=()
+ operator-=()
+ operator*=()
+ operator/=()
+ operator==()
+ operator!=()
+ data()
+ data()

#_matrix

Transformation

+ Transformation()
+ ~Transformation()
+ getMatrix()
+ transform()
+ resetOrigin()

CommonTransformation

+ CommonTransformation()
+ transform()
+ resetOrigin()