NAME

Pango::Matrix − A structure specifying a transformation between user−space coordinates and device coordinates

HIERARCHY

```
Glib::Boxed
+----Pango::Matrix
```

METHODS

matrix = Pango::Matrix−>new ($xx=1., `$xy`**=0.,** `$yx`**=0.,** `$yy`**=1.,** `$x0`**=0.,** `$y0`**=0.)**

- `$xx` (double)
- `$xy` (double)
- `$yx` (double)
- `$yy` (double)
- `$x0` (double)
- `$y0` (double)

`$matrix`**−>concat ($new_matrix)**

- `$new_matrix` (Pango::Matrix)

`$matrix`**−>rotate ($degrees)**

- `$degrees` (double)

`$matrix`**−>scale ($scale_x,** `$scale_y`**)**

- `$scale_x` (double)
- `$scale_y` (double)

(dx, dy) = `$matrix`**−>transform_distance ($dx,** `$dy`**)**

- `$dx` (double)
- `$dy` (double)

Since: pango 1.16

array reference = `$matrix`**−>transform_pixel_rectangle ($rect)**

- `$rect` (array reference)

Since: pango 1.16

(x, y) = `$matrix`**−>transform_point ($x,** `$y`**)**

- `$x` (double)
- `$y` (double)

Since: pango 1.16

array reference = `$matrix`**−>transform_rectangle ($rect)**

- `$rect` (array reference)

Since: pango 1.16

`$matrix`**−>translate ($tx,** `$ty`**)**

- `$tx` (double)
- `$ty` (double)

double = `$matrix`**−>x0 ($new)**

- `$new` (double)

double = `$matrix`**−>xx ($new=0)**

- `$new` (double)

double = $matrix->xy ($new)

- $new (double)

double = $matrix->y0 ($new)

- $new (double)

double = $matrix->yx ($new)

- $new (double)

double = $matrix->yy ($new)

- $new (double)

SEE ALSO

Pango, Glib::Boxed

COPYRIGHT