NAME

FcMatrixRotate − Rotate a matrix

SYNOPSIS

#include <fontconfig/fontconfig.h>

void FcMatrixRotate (FcMatrix **matrix***, double** *cos***, double** *sin***);**

DESCRIPTION

FcMatrixRotate rotates *matrix* by the angle who's sine is *sin* and cosine is *cos*. This is done by multiplying by the matrix:

cos -sin
sin cos