

**NAME**

FcMatrixScale – Scale a matrix

**SYNOPSIS**

```
#include <fontconfig/fontconfig.h>
```

```
void FcMatrixScale (FcMatrix *matrix, double sx, double dy);
```

**DESCRIPTION**

**FcMatrixScale** multiplies *matrix* x values by *sx* and y values by *dy*. This is done by multiplying by the matrix:

```
  sx  0  
  0  dy
```