

RenderTexture::GetMatrix

```
graph LR; A[RenderTexture::GetMatrix] --> B[Transform::GetMatrixExtend]; A --> C[MatrixExtend::GetWorldMatrix];
```

The diagram illustrates a delegation of the `RenderTexture::GetMatrix` function. A gray box on the left represents the function, which has two blue arrows pointing to the right. The top arrow points to a white box labeled `Transform::GetMatrixExtend`, and the bottom arrow points to a white box labeled `MatrixExtend::GetWorldMatrix`.

Transform::GetMatrixExtend

MatrixExtend::GetWorldMatrix