A:

1 1 1 -1

1 1 -1 1

1 -1 1 1

-1 1 1 1

B:

2 2 2 -2

2 2 -2 2

2 -2 2 2

-2 2 2 2

A = A + 5

6 6 6 4

6 6 4 6

6 4 6 6

4 6 6 6

A = A - 3

3 3 3 1

3 3 1 3

3 1 3 3

1 3 3 3

A = A \* 2

6 6 6 2

6 6 2 6

6 2 6 6

2 6 6 6

A = A + B

8 8 8 0

8 8 0 8

8 0 8 8

0 8 8 8

A = A - B

6 6 6 2

6 6 2 6

6 2 6 6

2 6 6 6

A.invert()

0.075 0.075 0.075 -0.175

0.075 0.075 -0.175 0.075

0.075 -0.175 0.075 0.075

-0.175 0.075 0.075 0.075

A.invert()

6 6 6 2

6 6 2 6

6 2 6 6

2 6 6 6

C:

1 2 3 4

5 6 7 8

1 2 3 4

5 6 7 8

C.transpose()

1 5 1 5

2 6 2 6

3 7 3 7

4 8 4 8

C.transpose()

1 2 3 4

5 6 7 8

1 2 3 4

5 6 7 8

matmul(A, C)

52 72 92 112

68 88 108 128

52 72 92 112

68 88 108 128

matmul(C, A)

44 48 52 56

124 128 132 136

44 48 52 56

124 128 132 136

Vector: (0, 3, 1)

E:

1 0 0 0

0 1 0 0

0 0 1 0

0 0 0 1

E.SetScale(D)

0 0 0 0

0 3 0 0

0 0 1 0

0 0 0 1

Vector: (5, 4, 3)

G:

1 0 0 0

0 1 0 0

0 0 1 0

0 0 0 1

G.SetTranslation(F)

1 0 0 5

0 1 0 4

0 0 1 3

0 0 0 1

H: 1 0 0 1

Matrix4x4::RotateY(90.0, H)

H: -2 2 2 2

Angle: 1.5708