| | [**Overview**](http://docs.google.com/index-overview-summary.html) | [**Project**](http://docs.google.com/project-summary.html) | **Class** | [**Tree**](http://docs.google.com/project-tree.html) | [**Deprecated**](http://docs.google.com/index-deprecated-list.html) | [**Index**](http://docs.google.com/index-all.html) | | --- | --- | --- | --- | --- | --- | | | ***CarnegieMellonGraphics*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**FRAMES**](http://docs.google.com/index.html)    [**NO FRAMES**](http://docs.google.com/CarnegieMellonGraphics2/Transform.html) |
| SUMMARY:  INNER | [FIELD](#30j0zll) | [CONSTR](#1fob9te) | [METHOD](#3znysh7) | DETAIL:  [FIELD](#2et92p0) | [CONSTR](#3dy6vkm) | [METHOD](#26in1rg) |  |

## **CarnegieMellonGraphics2**

Class Transform

   in [CarnegieMellonGraphics.h](http://docs.google.com/CarnegieMellonGraphics.h.html)

class **Transform**

Transform objects are used to encapsulate image transformations: rotations and scales. A transform object can be used to modify how an image is displayed. Images displayed transformed might draw slower than untransformed images, depending on your system.

| **Field Summary** | |
| --- | --- |
| static const double | [**SCALE**](#tyjcwt) |

| **Constructor Summary** | |
| --- | --- |
| [**Transform**](#1t3h5sf)() |
| [**Transform**](#2s8eyo1)( double rotation ) |
| [**Transform**](#17dp8vu)( double sx, double sy ) |
| [**Transform**](#3rdcrjn)( double rotation, double sx, double sy ) |

| **Method Summary** | |
| --- | --- |
| double | [**getRotation**](#lnxbz9)() const |
| double | [**getScaleX**](#1ksv4uv)() const |
| double | [**getScaleY**](#2jxsxqh)() const |
| void | [**setRotation**](#3j2qqm3)( double theta ) |
| void | [**setScale**](#4i7ojhp)( double sx, double sy ) |
| void | [**setScaleX**](#1ci93xb)( double sx ) |
| void | [**setScaleY**](#2bn6wsx)( double sy ) |

| **Field Detail** |
| --- |

### SCALE

public static const double **SCALE**;

| **Constructor Detail** |
| --- |

### Transform

public **Transform**();

### Transform

public **Transform**( double rotation );

### Transform

public **Transform**( double sx, double sy );

### Transform

public **Transform**( double rotation, double sx, double sy );

| **Method Detail** |
| --- |

### getRotation

public double **getRotation**() const;

### getScaleX

public double **getScaleX**() const;

### getScaleY

public double **getScaleY**() const;

### setRotation

public void **setRotation**( double theta );

### setScale

public void **setScale**( double sx, double sy );

### setScaleX

public void **setScaleX**( double sx );

### setScaleY

public void **setScaleY**( double sy );

| | [**Overview**](http://docs.google.com/index-overview-summary.html) | [**Project**](http://docs.google.com/project-summary.html) | **Class** | [**Tree**](http://docs.google.com/project-tree.html) | [**Deprecated**](http://docs.google.com/index-deprecated-list.html) | [**Index**](http://docs.google.com/index-all.html) | | --- | --- | --- | --- | --- | --- | | | ***CarnegieMellonGraphics*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**FRAMES**](http://docs.google.com/index.html)    [**NO FRAMES**](http://docs.google.com/CarnegieMellonGraphics2/Transform.html) |
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