Matrix4

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+ Matrix4()
+ Matrix4()
+ operator=()
+ operator[]()
+ transformVector()
+ toString()
+ operator*()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator==()
+ operator!=()
+ getTranspose()
+ createRotationMatrix()
+ createTranslationMatrix()
+ createScalingMatrix()
+ createPerspectiveMatrix()