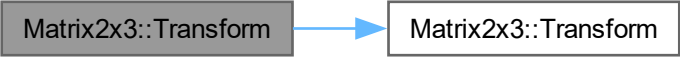


Matrix2x3::Transform



```
graph LR; A[Matrix2x3::Transform] --> B[Matrix2x3::Transform]
```

Matrix2x3::Transform