

Matrix

- + Matrix()
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- + Matrix()
- + ~Matrix()
- + glGet()
- + Get()
- + Set()
- + SetToIdentity()
- + Clear()
- + Transpose()
- and 18 more...
- + MakeTranslation()
- + MakeScale()
- + MakeScale()
- + MakeXRotation()
- + MakeYRotation()
- + MakeZRotation()
- + MakeAxisRotation()