

Matrix



Script Example Missing Function Matrix needs a script example, help out by writing one.

Before submitting check out Editing Guidelines Script Examples.

Matrices are one of the most powerful features of NRP OOP. We did have a presence of Matrices before with `getElementMatrix`, but we were given an ugly disgusting table to play with. Now, with the new `Matrix` class, we can make and magically manipulate Matrices.

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Methods

create

This is default constructor for the `Matrix` class and returns a `Matrix` object. You can instantiate a `Matrix` object in several ways, as described below.

```
matrix Matrix ( Vector3 position[, Vector3 rotation] )
```

- **position:** The position vector of the matrix
- **rotation:** The rotation vector of the matrix

```
matrix Matrix ( Matrix matrixToClone )
```

- **matrixToClone:** A matrix you want to make a clone of

```
matrix Matrix()
```

- You can call this method without parameters to initialize a zero matrix

transformPosition

This method transforms a given position vector using the `Matrix`.

```
Vector3 Matrix:transformPosition ( Vector3 position )
```

- **position:** The position vector you want to transform