Matrix

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.

Contents

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