

## MatrixF4

- + GCC\_ALIGNED()
- + MatrixF4()
- + MatrixF4()
- + MatrixF4()
- + MatrixF4()
- + MatrixF4()
- + getTransposition()
- + transpose()
- + set()
- + operator\*()
- and 6 more...
- + IDENTITY()
- + ZERO()