```
Matrix < Rows, Cols >
    mCol
 +
 +
    m0
 + m4
   m8
 +
   m12
 +
 +
   m1
 + m5
   m9
 +
   m13
 + m2
    and 7 more...
    Matrix()
 +
    Matrix()
 +
   GetRows()
 +
 + GetCols()
 +
    SetZero()
 +
   IsZero()
 + SetIdentity()
 + IsIdentity()
 +
    SetDiagonal()
   CopyPart()
 +
    and 15 more...
    sZero()
 +
 +
    sIdentity()
 +
    sDiagonal()
           +projection
          +viewOffset
   VrStereoConfig
+ leftLensCenter
+ rightLensCenter
+ leftScreenCenter
+ rightScreenCenter
+ scale
```

+ scaleIn