
Subject: Matrix3D

Posted by [Jerad2142](#) on Mon, 27 Aug 2007 16:29:20 GMT

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Can anyone explain how to use Matrix3D, specifically how to set the facing of a vehicle X, Y, & Z?

Subject: Re: Matrix3D

Posted by [saberhawk](#) on Thu, 30 Aug 2007 09:52:14 GMT

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It's a standard 3x3 transformation matrix.

http://en.wikipedia.org/wiki/Transformation_matrix

Subject: Re: Matrix3D

Posted by [Yrr](#) on Thu, 30 Aug 2007 16:13:16 GMT

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It's a 3x4 matrix with 9 variables for the transform (building a 3x3 matrix as Saberhawk said) and 3 variables for the position.

Subject: Re: Matrix3D

Posted by [Sir Kane](#) on Thu, 30 Aug 2007 20:46:27 GMT

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Rootatttiooon, scaleeee and translattiooon.
