

microsoft.public.dotnet.framework.drawing: Re: g.ResetTransform() != g.Transform.Reset() ?

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Actually, Matrix is a class, but it should be a struct. Because Matrix is a class, and is slow as a snail, we created a fast FMatrix struct for the retained mode graphics system, VG.net.

"n!" <nfactorial@nomailplease.com> wrote in message
news:%238AkGOL9DHA.972@tk2msftngp13.phx.gbl...
> > *is a value type, which means it is passed by value.*
>
> *duh!*
>
> *Well, that doesn't say much :) I think my fingers ran off on me there*
(they
> *do that sometimes*), sorry.
>
> *Basically, Matrix is a struct and all structs are value types.*
>
> *n!*
>
>