

## Re: Graphics.ScaleTransform vs. Graphics.Transform.Scale

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.drawing/2004-03/0221.html>

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**Date:** 03/15/04

Date: Sun, 14 Mar 2004 23:42:40 -0500

Actually there is a difference – asking for the transform of the graphics object will create a copy of the transform used by the graphics object. The Matrix class is disposable so unless you plan on actually making use of the matrix and then disposing it when you're done, use the ScaleTransform method on the graphics class itself.

"cody" <please\_dont.spam.deutonium@gmx.de> wrote in message news:eI3JBwcCEHA.1548@TK2MSFTNGP12.phx.gbl...

> > > *What is the difference?*

> >

> > *There isn't. It's two methods of doing the same thing.*

>

>

> *Thanks. Thats somewhat stupid. I do not see any sense why they did it this*

> *way.*

> *They wanted make things easier but they made them more complicated.*

> *And that in an OOP Framework! All matrix methods belongs to the matrix class*

> *and not to the graphics class!*

>

> --

> *cody*

>

> *[Freeware, Games and Humor]*

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