

NAME

FcMatrixRotate - Rotate a matrix

SYNOPSIS

```
#include <fontconfig/fontconfig.h>
```

```
void FcMatrixRotate (FcMatrix *matrix, double cos, double sin);
```

DESCRIPTION

FcMatrixRotate rotates *matrix* by the angle whose sine is *sin* and cosine is *cos*. This is done by multiplying by the matrix:

```
cos -sin  
sin  cos
```