

Transform

```

Transform {
    eventIn    MFNode    addChildren
    eventIn    MFNode    removeChildren
    exposedField SFVec3f   center      0 0 0    # (-,)
    exposedField MFNode    children    []
    exposedField SFRotation rotation    0 0 1 0  # [-1,1],(-,)
    exposedField SFVec3f   scale       1 1 1    # (0,)
    exposedField SFRotation scaleOrientation 0 0 1 0  # [-1,1],(-,)
    exposedField SFVec3f   translation  0 0 0    # (-,)
    field      SFVec3f     bboxCenter   0 0 0    # (-,)
    field      SFVec3f     bboxSize      -1 -1 -1 # (0,) or -1,-1,-1
}

```