

# Transform Panel

Reference
<b>Mode:</b> Edit Mode
<b>Panel:</b> Sidebar ▸ Transform

When nothing is selected, the panel is empty. When more than one control point is selected, the median values are edited and “Median” is added in front the labels.

### Control Point, Median

The first controls (X, Y, Z) show the coordinates of the selected point or handle (vertex). The last control (W), defines the [weight](#) of the selected control point or the median weight.

### Space

The Space radio buttons let you choose if those coordinates are relative to the object origin (local) or the global origin (global).

Global, Local

### Weight

Controls the “goal weight” of selected control points, which is used when a surface has [Soft Body](#) physics, forcing the surface to “stick” to their original positions, based on the weight.

### Radius

Surface objects do not have a *Radius* property, this value has no effect.

### Tilt

Surface objects do not have a *Radius* property, this value has no effect.

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