**Bug Report**

**Description**

Bad behaviour shown when translating a submodel instance

**Steps to reproduce**

* Open mged and create a submodel referencing another model.
* Use the ‘g’ command to create an instance.

For example: g <instance\_name> <submodel\_name>

* Select the instance from matrix selection.
* With the ‘tra’ command translate the instance to the required place.
* Accept the changes.
* Raytrace the scene.
* Erase the submodel.
* Raytrace the scene again.

**Current Behaviour**

The instance should translate according to the applied changes.

The submodel when erased, the instance is raytraced placed according to the applied changes but not in graphics window.

**Expected Behaviour**

The instance does not translate according to the applied changes whereas it remains at the original position. When submodel is erased, the instance should remain unchanged.

**Screenshots**

