

Currently, if the Grid container is transformed in any way, the line markers do not transform along with the Grid container. From the perspective of the user, the markers seem to have some kind of magical ability to stay parallel to the edges of the viewport.

When this happens, it's not always clear which marker goes with which line.

In the example above, the transform applied to the Grid

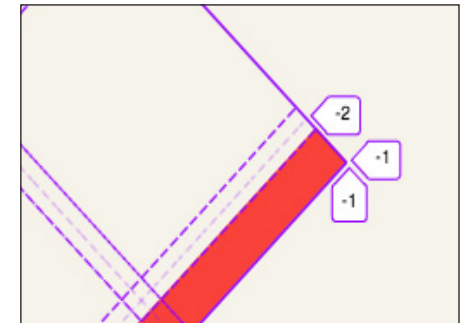
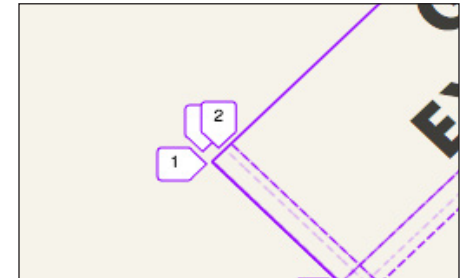
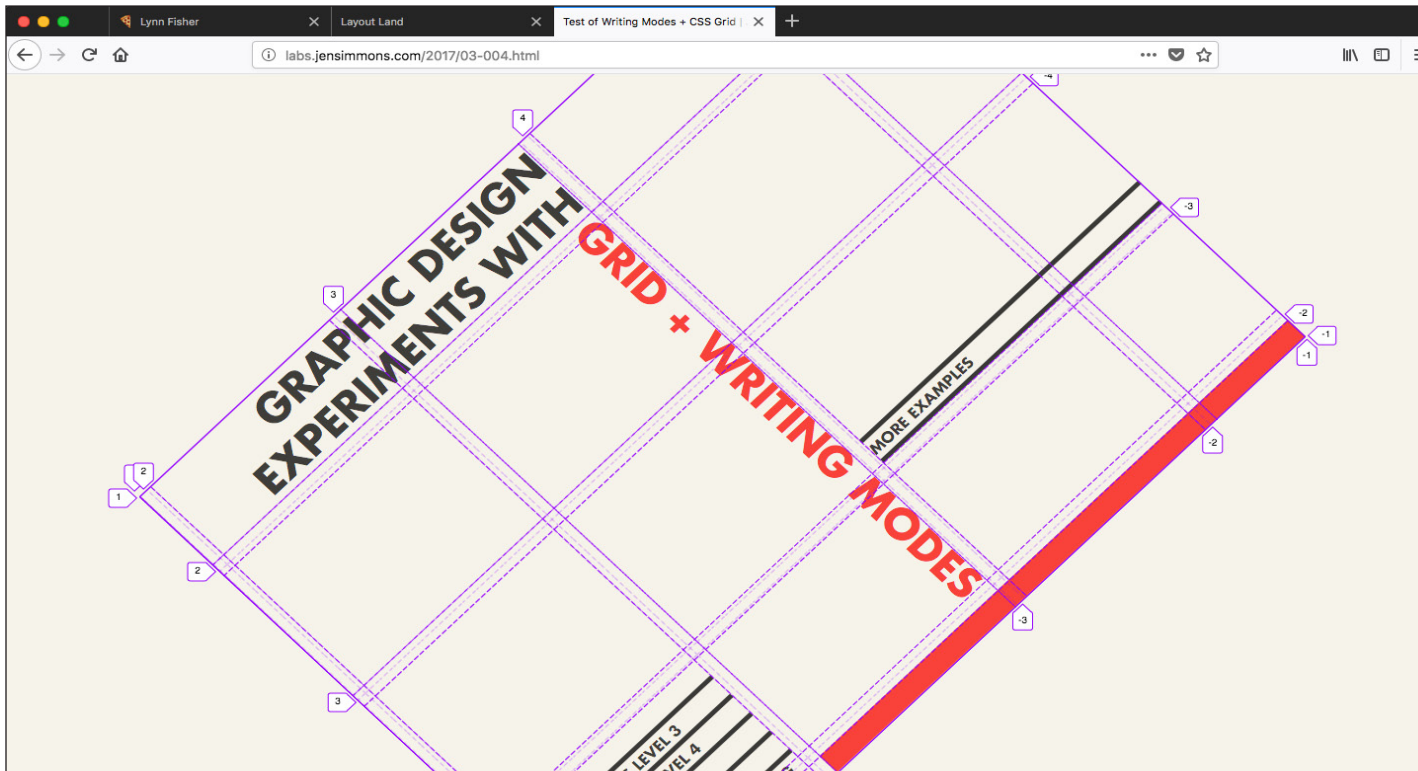
Container creates an isometric 3D space. And the line number markers appear as if they are pointing up to the sky, deep underground, or into empty space to the right / left.

It adds friction to the experience of the web developer. They have to spend time figuring out which marker goes with which line.

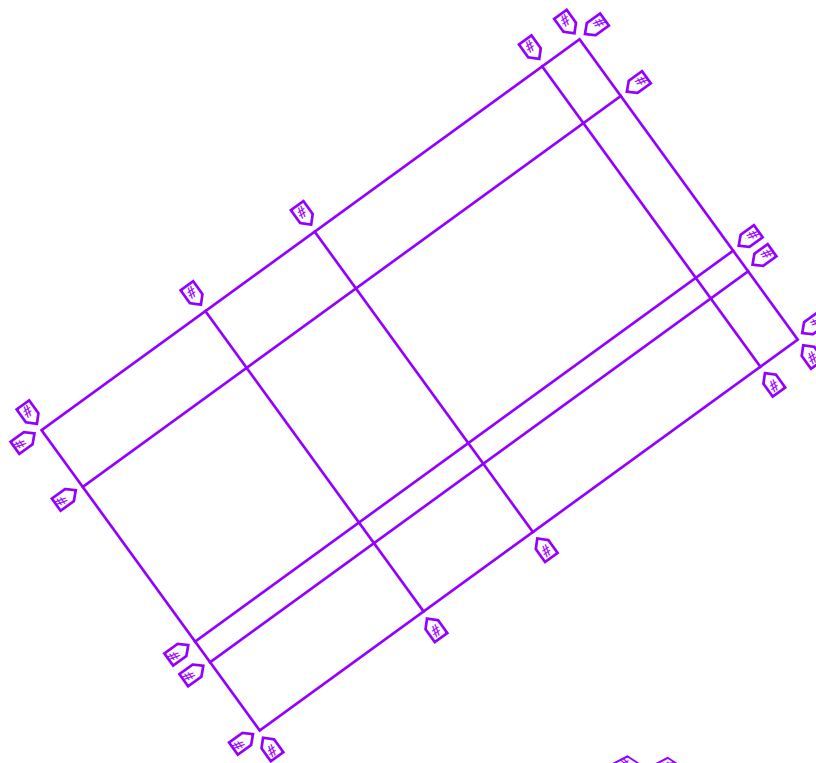
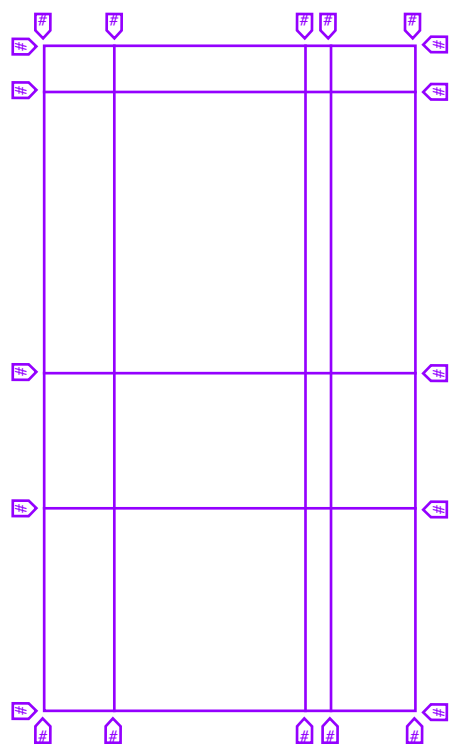
Having the marker boxes remain parallel to the edges of the viewport seems clever at first

glance. But it's having unintended results. It makes the markers confusing.

I'd like to stop all reverse transformations of the markers, and keep them parallel to the grid lines.



Here's another example where it is confusing to figure out which line has which number.



Instead, I'd like to follow this rule:

**A line marker always runs parallel to the line it marks.**

If the Grid Container is transformed, so are the markers.

