

## Doomsday Engine - Feature #2453

### head bobbing model.weapon.\* simple scale factor

2021-03-15 02:17 - eunbolt

<b>Status:</b>	New	<b>Start date:</b>	2021-03-15
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>			
<b>Target version:</b>			
<b>Description</b>			
Could we please get a simple scale factor could work to adjust how much the bobbing can offset the model.			
Thanks Dave			