

# NaturalPoint Help Center

[Help Center](#) > [Community](#) > [Suggestion](#) > [Motive Feature - Adjust marker weighting on the solver](#)

Motive Feature - Adjust marker weighting on the solver Completed

- Joe Ponsford
- **Forum name:** #Suggestion

One of the features that would be useful is to adjust the marker weighting value it has on the movement of the global optimization solver. This is particularly relevant on the toe bends when we have had different actors in the suit and the toe is over bending, having the ability to control the weight parameter would be useful.

Comment (1)

## NaturalPoint Support

4 years ago

This is indirectly possible in Motive 3.0. There is a weight parameter for all skeleton constraints that is not editable in the UI, but can be changed in an exported asset file.