

# Decal EditMode

Decals are used to add detail to geometry. Scorch marks, blood splatters and such can be added with this tool, only thing needed is a proper material and a surface to apply it to.

The EditMode window has some parameters to control the creation, as follows:

- **Surface types affected:** these buttons will set whether a geometry object will be affected by a decal. Can be Static Objects, Entities and Primitives.
- **Material:** .mat file that will be used by the decal.
- **Angle:** 2D rotation of the decal around the surface normal axis. Can be randomized.
- **Size:** 2D size of the decal.
- **Depth:** if "Use custom depth" is false, this will be the greatest value from the 2D size vector. Else, it will be picked from the input.
- **Color:** color value that will be multiplied by the decal material color.
- **UV SubDivisions:** this input will control if the decal material should be subdivided, and how many subdivisions there will be.
- **Use SubDiv:** this control offers selection of which subdivision should be shown, or just choose a random one on creation.

More on decals [here](#).

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

[https://wiki.frictionalgames.com/hpl3/tools/maineditors/level\\_editor/decal\\_editmode](https://wiki.frictionalgames.com/hpl3/tools/maineditors/level_editor/decal_editmode)

Last update: **2012/07/03 15:21**

