Terrain Decals

General Parameters:

- **Name**: Name for the decal.
- **Position**: 2D Vector storing the position in world.
- **Size**: 2D Vector storing the size of the decal.
- **Angle**: float indicating the rotation angle for the decal.
- **Material**: material that will be used by the decal
- **Color**: color that will tint the decal.
- **Use detail amount**: turn this on if you wish the decal to be affected by the terrain detail textures.
- **Detail amount**: three numbers ranging from 0-1 indicating the amount of each detail textures the decal will be affected by.