

Decals

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.

General Parameters:

- **Name:** Name of the decal.
- **Position:** 3D Vector storing the world position of the decal center.
- **Rotation:** 3D Vector storing the rotation for the decal volume.
- **Scale:** 3D Vector storing the size of the decal volume.

Specific Parameters:

- **Affected surface types:** These three buttons will set which types of geometry objects are to be affected by the decal.
- **Material:** Material file for the decal.
- **UV SubDivisions:** number of subdivision in which the decal texture will be split ($1 \times 1 = 1$ subdivs, $2 \times 2 = 4$ subdivs...)
- **Current SubDiv:** index of the subdivision currently in use. These are numbered in a left to right, up to down order.
- **Decal Offset:** distance that will separate the decal from the "host" surface.
- **Max triangles:** maximum number of triangles the decal will use when generating the mesh.

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