

DetailMeshEntities

Detail mesh entities are useful for adding details to the geometry of a level without much impact on the performance.

General Parameters

- **Name:** Name for the entity (non editable)
- **Position:** 3D Vector storing the position in world.
- **Rotation:** 3D Vector storing the rotation.
- **Radius:** float storing the value for the uniform scale.
- **Mesh:** file name for the entity.

Specific Parameters

- **Diffuse color mul:** color to tint the object with.

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