

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:**
- **Current Subdiv:**
- **Color**
- **Use detail amount**
- **Detail amount**

From:

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Last update: **2012/07/04 16:14**

