
Subject: Increasing the Decal Limit -- Is It Possible?
Posted by [danpaul88](#) on Fri, 29 Apr 2005 21:39:08 GMT
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unlimited decal limit would cause all sorts of problems for low end computers in a large game....even high end computers would struggle after a while.....fps would drop like a rock.

Although it would be nice to increase it a bit, client side only if its possible, so you could customise it to what your comp can handle....
