
Subject: Decal stay mod?

Posted by [2000_years](#) on Tue, 18 May 2004 18:24:24 GMT

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I was playing UT the other day with Decal Stay, and was wondering if there's one for Renegade? What it does it make all the bulletholes, scorchmarks etc stay on the map for the whole game, making it look all run down and battered towards the end
