
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

Subject: Decal stay mod?

Posted by [SS217](#) on Tue, 18 May 2004 18:33:51 GMT

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FPS issues

Subject: Decal stay mod?

Posted by [2000_years](#) on Tue, 18 May 2004 18:37:53 GMT

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It was fine in UT, I can see how it would lag in Ren though
It was only for a laugh anyway

Subject: Decal stay mod?

Posted by [smwScott](#) on Tue, 18 May 2004 18:39:49 GMT

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There's a lot more projectiles and gunfire flying around in Renegade. I realize there's a lot of bullet holes in UT but there's just as many in Renegade plus all the burn marks from tank shells, rockets, and heavy amounts of scorching from flame units. The entire map would be unrecognizable very quickly.

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Posted by [Xtrm2Matt](#) on Tue, 18 May 2004 19:28:45 GMT

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Renegade is also a lot shitter than UT

(That's what they were trying to say, in nice terms.. so someone had to say it as it is)

Subject: Decal stay mod?

Posted by [The_Chaotic_One](#) on Tue, 18 May 2004 20:00:53 GMT

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Yeah i don't think it would work. It would be cool just to see a mod like this on a big server like Fastc0nn and see how the map would look in 5-10 minutes

Subject: Decal stay mod?

Posted by [warranto](#) on Tue, 18 May 2004 21:23:46 GMT

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If it could be made player side, that would rock. Everyone else has the bullet holes disappear, while the select few who can handle the resources required (unlike myself) could have some fun at no one else's expense. Except maybe them getting carried away while the base turns to rubble.

Unlikely it could be contained to the player side, but it's a neat what-if scenario.
