
Subject: Decal Stay?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 18:29:00 GMT

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its me again, with another question similar to my blood question. with the mod tools, could we make a decal stay thing like unreal tournament had? one of those things that would make vehicle parts stay after being blown to hell and bodies and black explosion craters stay for a set amount of time, or simply for ever?if this can be done, post a reply please. Again, i would do this but i dont know how to. and im too **** lazy.
