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Subject: Re: 300

Posted by [MGamer](#) on Thu, 11 Jun 2009 15:46:20 GMT

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LeeumDee wrote on Thu, 11 June 2009 10:38 New games are pretty much the same. You can't have many bullet impact 'holes' before the older ones start disappearing.  
the source engine has a max of 4096 decals

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