

---

Subject: Decal stay mod?

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

[View Forum Message](#) <> [Reply to Message](#)

---

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.

---