

## Better Decal Saving

In Half-Life, decals are consistently saved only on world brushes and randomly on entities such as doors or elevators. Xash3D saves decals on all brushes and entities. Decals are also transferred between levels (an implementation of this exists in Half-Life but does not work).

From:

<http://xash3d.ru/> - **Xash3D**

Permanent link:

[http://xash3d.ru/doku.php?id=xash3d:en:better\\_decalsaving](http://xash3d.ru/doku.php?id=xash3d:en:better_decalsaving)

Last update: **2014/01/31 06:58**

