

# Terrain Decals

## General Parameters:

- **Name:** Name for the decal.
- **Position:** 2D Vector storing the position in world.
- **Size:** 2D Vector storing the size of the decal.
- **Angle:** float indicating the rotation angle for the decal.
- **Material:** material that will be used by the decal
- **Color:** color that will tint the decal.
- **Use detail amount:** turn this on if you wish the decal to be affected by the terrain detail textures.
- **Detail amount:** three numbers ranging from 0-1 indicating the amount of each detail textures the decal will be affected by.

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