

# Explosion Force

When activated, this component will push Rigidbody2Ds away.

## Layers

This allows you to set which layers the explosion will affect.

## Radius

This allows you to set how far the explosion can reach.

## Force

This allows you to set how strong the explosion is.

## Samples

This allows you to set how many rays will be fired to calculate the explosion.

## Has Exploded

After the explosion has gone off, this will be set to true. You can set it to false again to cause it to fire again.