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Explosion Type

The datas are from game.

Type are used in Opcode 020C 0356 0565 0948.

+10h +34h +14h +24h

Type	Screen Shot	Effect	Radius	Damage	Sound	Fire
0		explosion_small	9.0	300.0	Yes	No
1		explosion_molotov	6.0	0.0	No	Yes
2		explosion_small	10.0	200.0	Yes	No
3		explosion_small	10.0	300.0	Yes	Yes

#	Type				
4	explosion_medium	9.0	300.0	No	No
5	explosion_medium	9.0	300.0	No	No
6	explosion_large	25.0	600.0	Yes	No
7	explosion_large	25.0	600.0		Yes	No
8		10.0	150.0	Yes	Yes
9		10.0	150.0	Yes	No
10	explosion_large	10.0	150.0	Yes	No

| 11 | | explosion_small | 3.0 | 90.0 | Yes | No | | | |
| 12 | | explosion_tiny | 3.0 | 90.0 | Yes | No | | | |

Assembly   8086 Code   ASM   Regis