

# Pain-Causing Volume Actor

Pain-Causing Volume reference details

In addition to the properties that can be assigned from a Physics Volume, the Pain Causing Volume also has its own set of specific properties outlined below.

Property	Description
<b>Pain Causing</b>	Whether the volume currently causes damage or not.
<b>Damage Per Sec</b>	Damage done per second to the Actors in the volume when Pain Causing is enabled.
<b>Damage Type</b>	This determines the type of damage done to the Actor.
<b>Pain Interval</b>	This is the amount of time, in seconds, between applied damage when Pain Causing is enabled.
<b>Entry Pain</b>	Determines whether or not damage will be applied immediately upon entering the volume, assuming that <b>Pain Causing</b> is enabled. This damage is in addition to the recurring damage applied based on the <b>Pain Interval</b> .