

# Explosion Stamp

When activated, this component will stamp a hole in all nearby destructible sprites.

## Layers

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

## Stamp Tex

This allows you to set which texture will be used as the stamp shape.

NOTE: Only the alpha channel will be read.

## Hardness

This allows you to set how strong each pixel in the **Stamp Tex** is. For example, a **Hardness** value of 0.5 means that a solid **Stamp Tex** will be treated as a half transparent one.

## Size

This allows you to set the size of the stamp.

## Angle Offset

This allows you to offset the rotation.

## Angle Randomness

This allows you to add random angle changes to the stamp.

## 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.