

Explosion Damage

When activated, this component will damage nearby D2D_DamageableSprites.

Layers

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

Radius

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

Damage

This allows you to set how much damage the explosion will do in total.

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.