

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.