

Explosion Force

When activated, this component will push Rigidbody2Ds away.

Layers

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

Radius

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

Force

This allows you to set how strong the explosion is.

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.