

# 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.