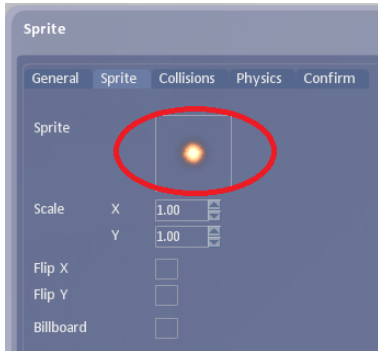


Creating a Bomb with Splash Damage

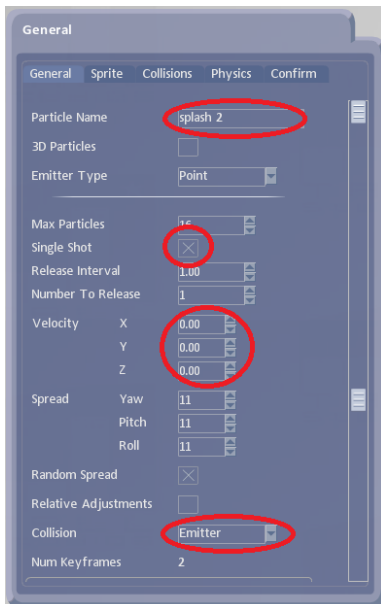
Splash damage occurs when a bomb explodes and sends out a shock wave that expands over time, destroying objects in its path, as shown in the screenshots at the end of t6his tutorial.

First, create a new particle for the splash effect using the particle editor.



On the Sprite tab

- Select a sprite for the explosion



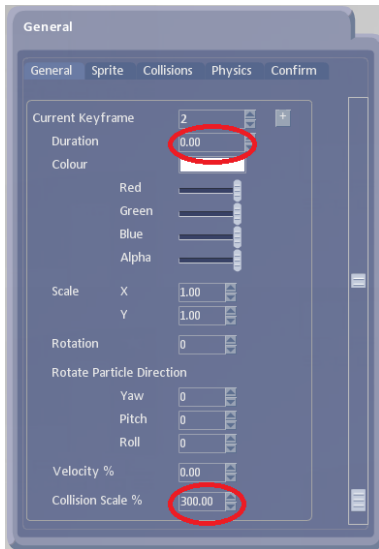
On the General tab

- Name the particle
- Set it to *Single Shot*
- Set the velocity to 0
- Set the *Collision* property to *Emitter*



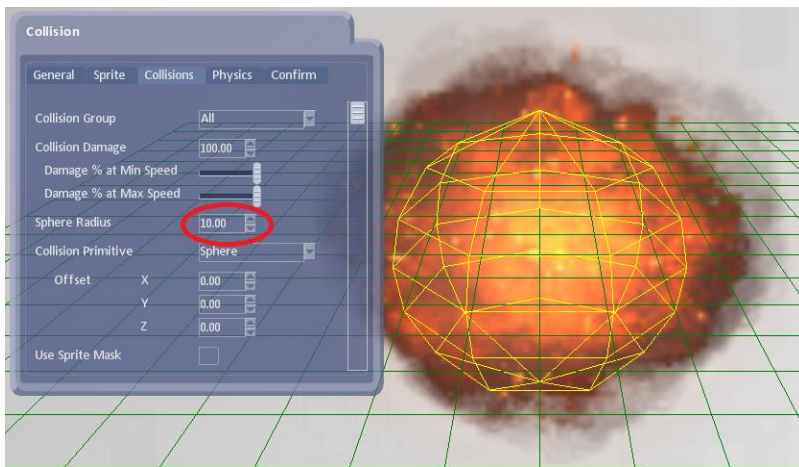
On Keyframe 1

- Set the *Duration* property to how long the explosion should grow for (in seconds)
- Set the *Collision Scale %* property to 0



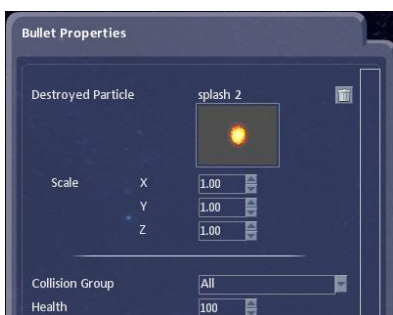
On Keyframe 2

- Set the duration to 0
- Set the Collision Scale to the maximum required

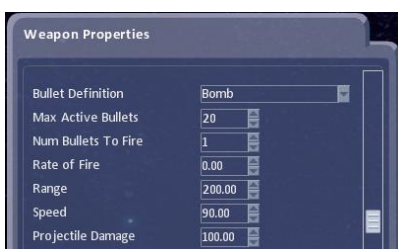


Finally, go to the *Collision* tab and set *Sphere Radius* to the size the explosion should grow to. You can see the collision mesh expand. Adjust the *Sphere Radius*, the *Collision Scale* for each of the *Keyframes* and the *Duration* for each of the *Keyframes* to get the required result.

Next, return to the level editor and create a bullet. Set the *Destroyed Particle* to the new particle.



Next, create a weapon with the new bullet type. Set it as the player weapon.



The splash damage will occur when the bullet is destroyed.

