

Blow up and cause Damage

What we are going to do:

Okay, we did it so that stuff blows up, but it only kills/hurts you if you are right on top of it! We w/help from [madcow](#) I got it figured out! Thanx man!

Get Going!

Okay, make a room 512x512x256, put grid on 8 and hollow it out!

Okay now right click in any 2D view, I am using the top view, and go to "vehicle" "german" "bmwbike". Place it in your map and then hit "N" to bring up the console and apply these properties to it:

```
#set / 1  
targetname / exploder
```

#set	1
classname	vehicle_german_bmwbike
model	vehicles/bmwbike.tik
origin	24.00 28.00 8.00
scale	1.0
targetname	exploder
testanim	idle

Good, now deselect it, and right click again in top view and go to "vehicle" "german" "bmwbike destroyed", then hit "N" to bring up the console and apply these properties to it:

```
#set / 1  
targetname / explodersmashed
```

#set	1
classname	vehicle_german_bmwbike-destroyed
model	vehicles/bmwbike_d.tik
origin	32.00 -4.00 8.00
scale	1.0
targetname	explodersmashed
testanim	idle

Good, deselect it, now right click and go to "fx" "explosion" "tank", then hit "N" again and put the properties in:

```
#set / 1  
targetname / exploderfire
```

#set	1
classname	fx_explosion_tank
model	emitters/explosion_tank.tik
origin	24.00 16.00 32.00
scale	1.0
targetname	exploderfire
testanim	idle

Good, deselect this and now make a little box, about 8x8x16 and apply the texture "no draw" to it

Then right click it in any 2D view and go to "script" "object"

Now w/it still selected, hit "N" and put this value in:

```
targetname / hurtobject
```

targetname	hurtobject
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