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Subject: Explosion Problem  
Posted by [E!](#) on Wed, 16 Mar 2005 20:14:01 GMT  
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Hi there, i got a problem that ccr explosions don't make any damage to buildings as long as they're not created by a projectile that hits the building. Did anybody know if there's a way to change this?

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Subject: Explosion Problem  
Posted by [Naamloos](#) on Wed, 16 Mar 2005 20:43:38 GMT  
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You mean splash damage?

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Subject: Explosion Problem  
Posted by [E!](#) on Thu, 17 Mar 2005 17:15:32 GMT  
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i never heard of splash damage but sounds like what i mean. can you tell me more about?

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Subject: Explosion Problem  
Posted by [Naamloos](#) on Thu, 17 Mar 2005 17:57:54 GMT  
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All i know is that splash damage will not work on buildings unless you place them in LE(but than they would be vehicles, like turrets) or directly hit it with the ammo.

However there should be something to make it work. Since the ion/nuke's do it. :huh:

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Subject: Explosion Problem  
Posted by [E!](#) on Thu, 17 Mar 2005 18:00:59 GMT  
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yes but only if they're created by their beacons. the explosions itself don't splash damage like all the others

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