You make absolutely no sense, what are you trying to do exactly?

First off, Damage: 0.250 is such a small number, you'd never see any change in the buildings health. Buildings usually have 500.000 health.

Secondly, Param: 0 should be set to 1 if I'm not mistaken.

If you're trying to blow something up while having an explosion then let me know because I know an easier way to do it. I'm talented in picking out scripts. I picked out several new scripts for Nod Survival that I had no clue how they operated and yet I got them to work just the way I wanted on first try, so you can trust my knowledge.