

# Welcome (back) to Bullet Pro!

You just finished reading the Quickstart Guide #1.

You're probably wondering how **Emitter Profiles** work.

This 3-slides document is here to help.

As a BulletPro user, 90% of your workflow consists in editing **Emitter Profile** assets. Shaping your bullets, shots, patterns and their behavior is entirely done through these Emitter Profiles.

Their **Inspector Window** will be your workspace.

# 1) Patterns, Shots and Bullets

*An Emitter Profile stores info about Patterns, Shots, and Bullets.*

**Pattern** = instructions over **time**.

What shot style ?

When to shoot ?

How many times in a row ?



**Bullet** = base info for your projectiles.

What sprite ? What color ? What speed ?

Bullet UI is divided into 8 sections (top buttons).

A green button means something inside is enabled.

**Shot** = a layout of bullets, organized in **space**.

What bullet style ?

How many bullets at once ?

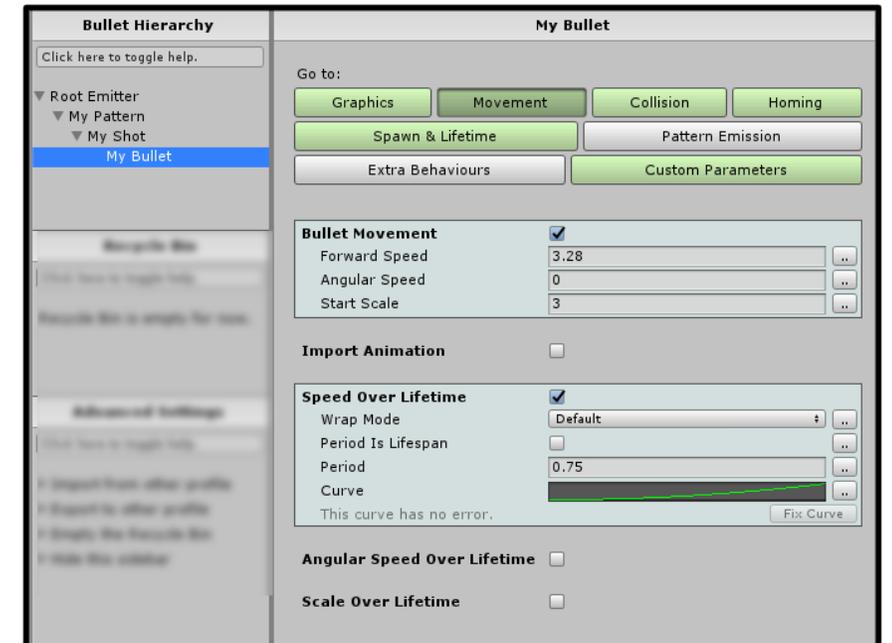
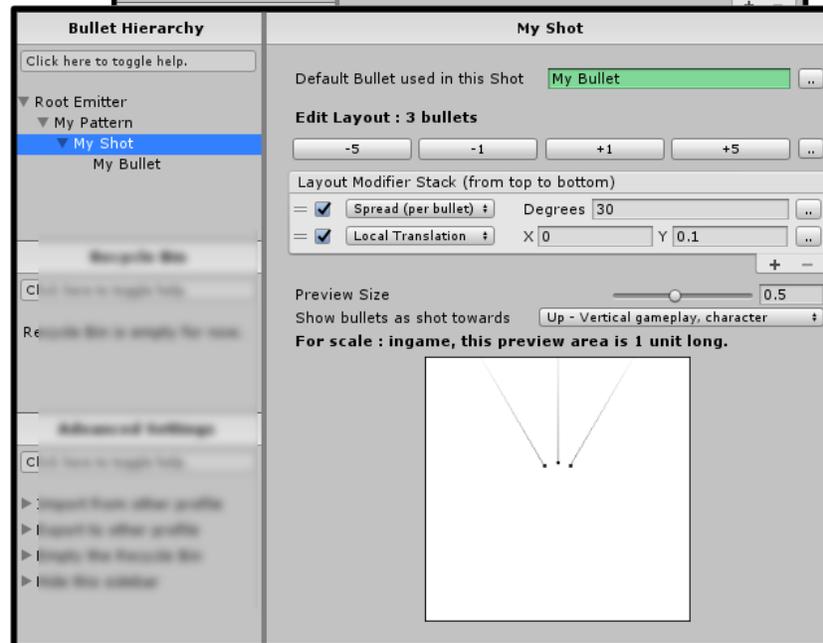
Where do they spawn ?

Where do they look at ?

Fan formation ?

Circle formation ?

Fancier stuff ?



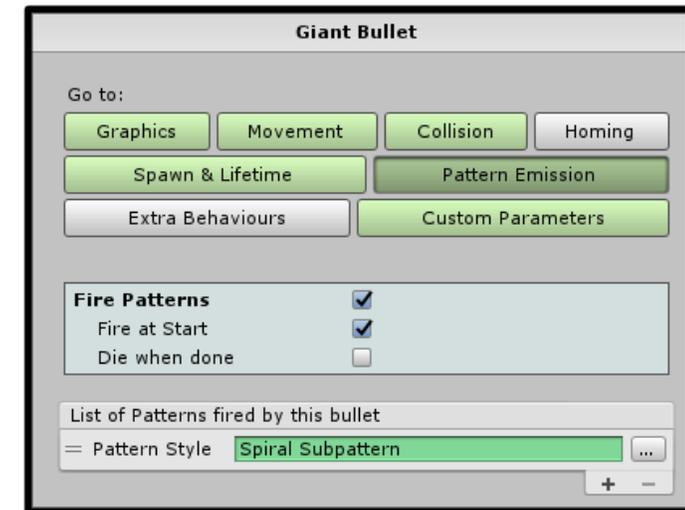
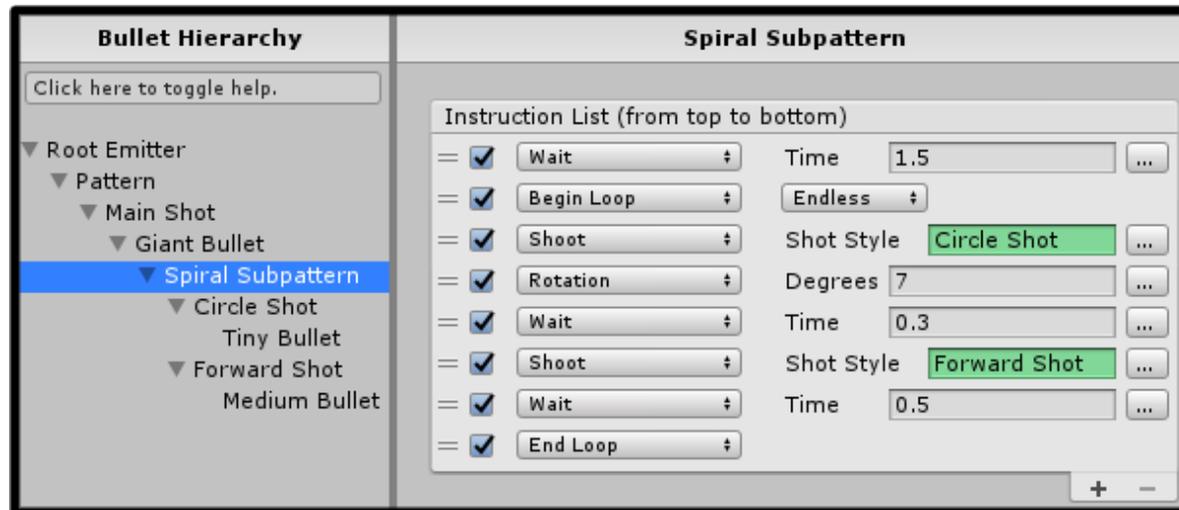
## 2) Why is it called “Bullet Hierarchy” ?

*Bullets, Shots, and Patterns reference each other in a specific way.*

A **Pattern** fires specific **Shots**.  
So, Shots are **children** of Patterns.

A **Shot** contains specific **Bullets**.  
So, Bullets are **children** of Shots.

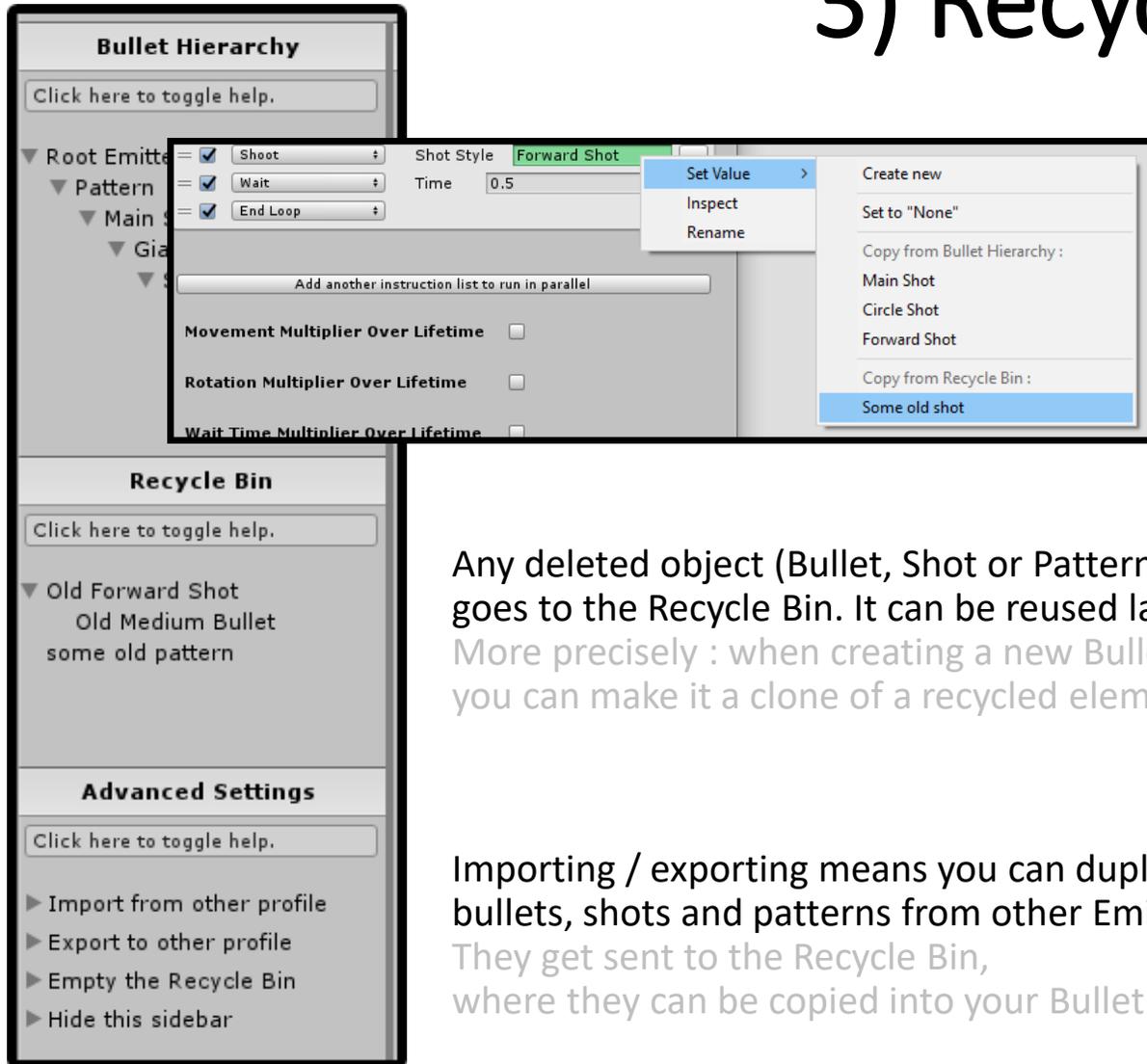
A **Bullet** can, itself, shoot **bullets**, via a specific **Pattern**.  
That makes a loop : Patterns are **children** of Bullets.



At the top of this hierarchy sits **one single bullet**. We call it the **Root Emitter**.  
This top bullet is often invisible, immovable and immaterial – but that’s up to you.

# 3) Recycle Bin, Import, Export

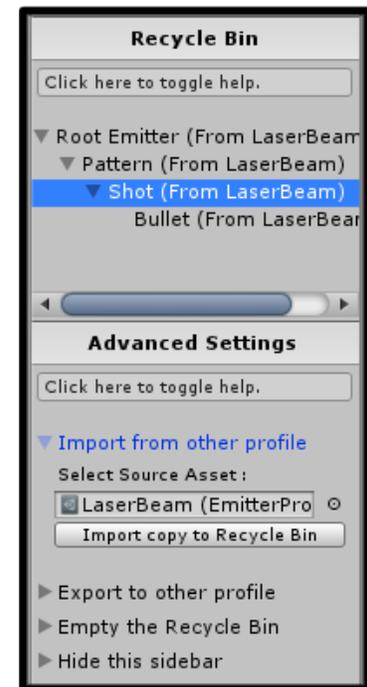
*These commodities, if used, can save you a lot of time.*



The image shows two panels from a software interface. The top panel is titled "Bullet Hierarchy" and contains a tree view with nodes like "Root Emitter", "Pattern", "Main Shot", and "Shot". A context menu is open over a "Shot" node, showing options: "Set Value", "Inspect", "Rename", "Create new", "Set to 'None'", "Copy from Bullet Hierarchy : Main Shot", "Circle Shot", "Forward Shot", "Copy from Recycle Bin : Some old shot", and "Some old shot". The bottom panel is titled "Recycle Bin" and shows a list of deleted objects: "Old Forward Shot", "Old Medium Bullet", and "some old pattern". Below this is an "Advanced Settings" section with options like "Import from other profile", "Export to other profile", "Empty the Recycle Bin", and "Hide this sidebar".

Any deleted object (Bullet, Shot or Pattern) goes to the Recycle Bin. It can be reused later. More precisely : when creating a new Bullet, Shot or Pattern, you can make it a clone of a recycled element (see above).

Importing / exporting means you can duplicate bullets, shots and patterns from other Emitter Profiles ! They get sent to the Recycle Bin, where they can be copied into your Bullet Hierarchy.



The image shows the "Recycle Bin" panel with a list of objects: "Root Emitter (From LaserBeam)", "Pattern (From LaserBeam)", "Shot (From LaserBeam)", and "Bullet (From LaserBeam)". Below the list is a scroll bar and an "Advanced Settings" section. The "Advanced Settings" section has a "Click here to toggle help." button, an "Import from other profile" section with a "Select Source Asset:" dropdown menu showing "LaserBeam (EmitterPro)" and an "Import copy to Recycle Bin" button, and a "Hide this sidebar" button.