

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

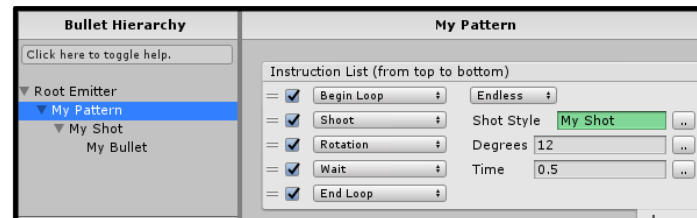
An Emitter Profile stores info about Patterns, Shots, and Bullets.

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 ?

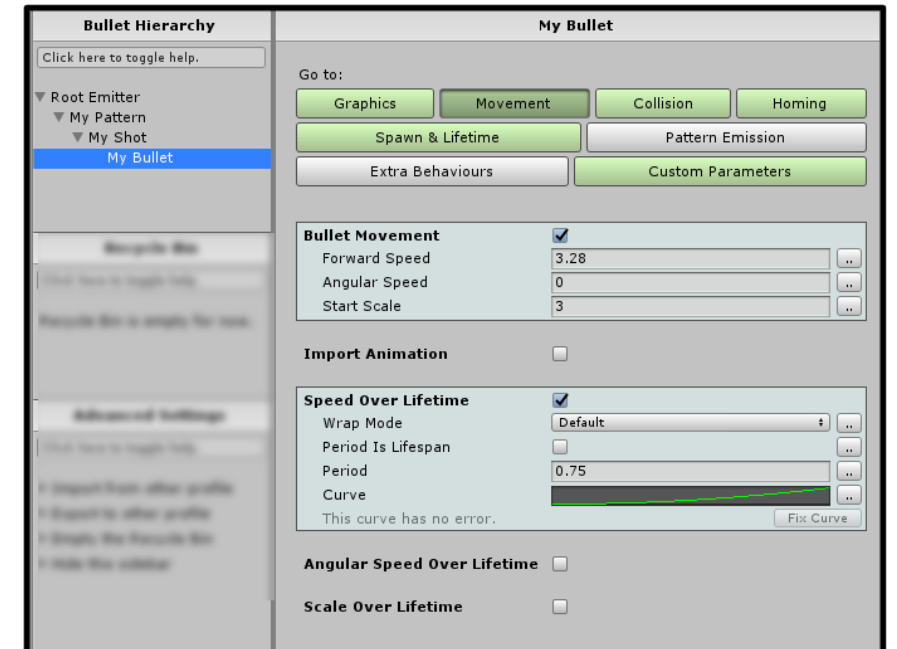
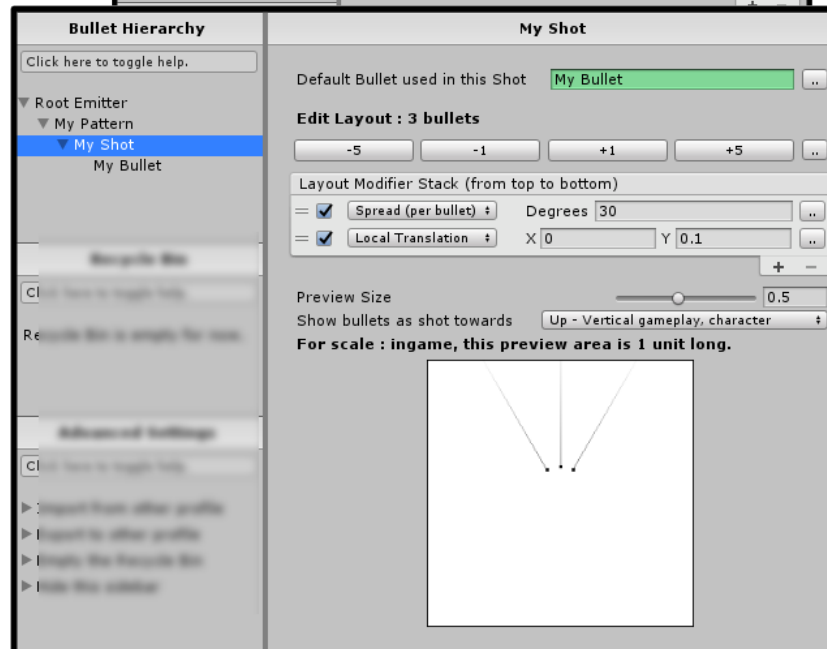
Where do they spawn ?

Where do they look at ?

Fan formation ?

Circle formation ?

Fancier stuff ?



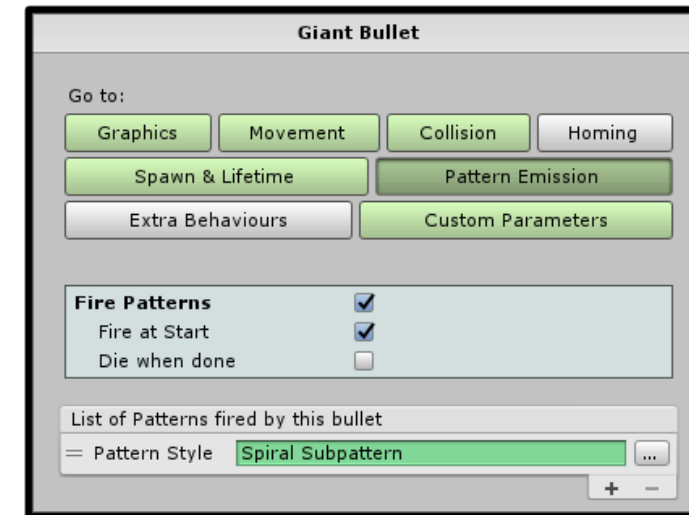
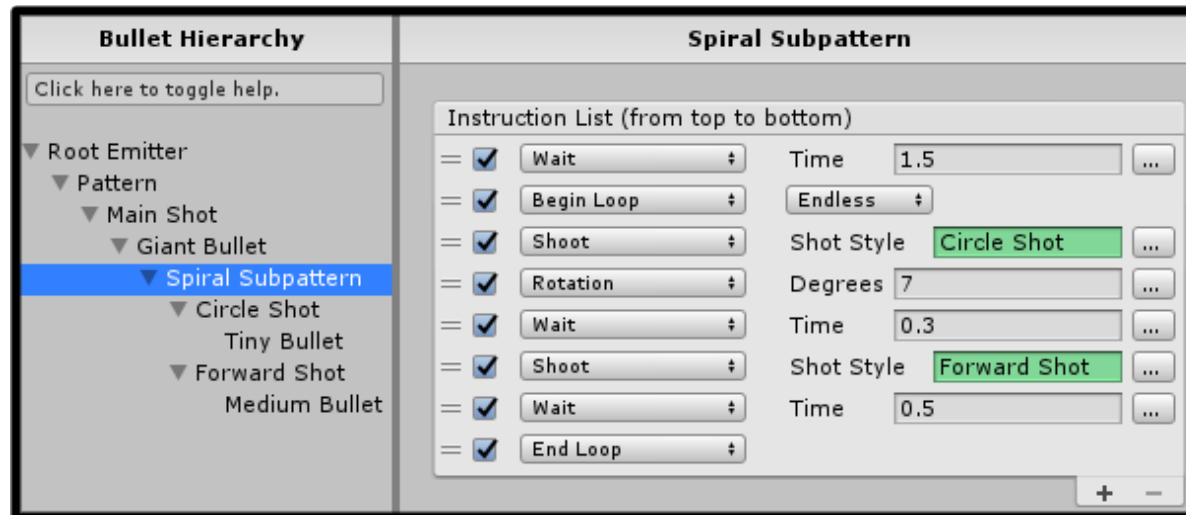
2) Why is it called “Bullet Hierarchy” ?

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.

Bullet Hierarchy

Click here to toggle help.

▼ Root Emitter
▼ Pattern
▼ Main Shot
▼ Giant Shot

Shoot [checked] Shot Style Forward Shot
Wait [checked] Time 0.5
End Loop [checked]

Add another instruction list to run in parallel

Movement Multiplier Over Lifetime
Rotation Multiplier Over Lifetime
Wait Time Multiplier Over Lifetime

Recycle Bin

Click here to toggle help.

▼ Old Forward Shot
Old Medium Bullet
some old pattern

Advanced Settings

Click here to toggle help.

- ▶ Import from other profile
- ▶ Export to other profile
- ▶ Empty the Recycle Bin
- ▶ 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.

Recycle Bin

Click here to toggle help.

▼ Root Emitter (From LaserBeam)
▼ Pattern (From LaserBeam)
▼ Shot (From LaserBeam)
Bullet (From LaserBeam)

Advanced Settings

Click here to toggle help.

▼ Import from other profile

Select Source Asset :
LaserBeam (EmitterPro) [selected]

Import copy to Recycle Bin

- ▶ Export to other profile
- ▶ Empty the Recycle Bin
- ▶ Hide this sidebar