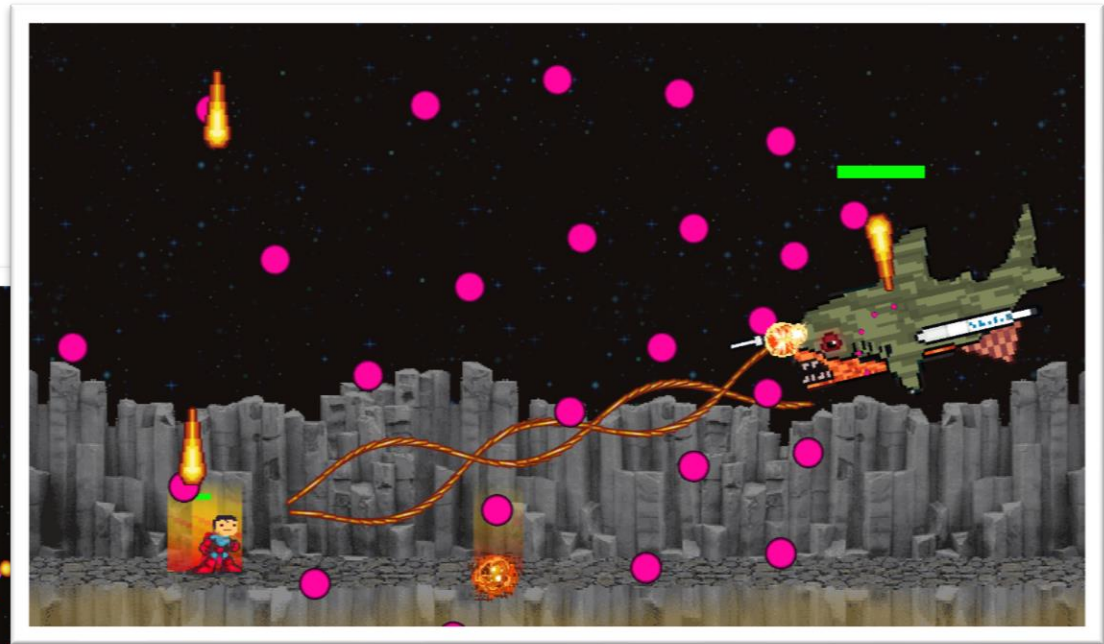
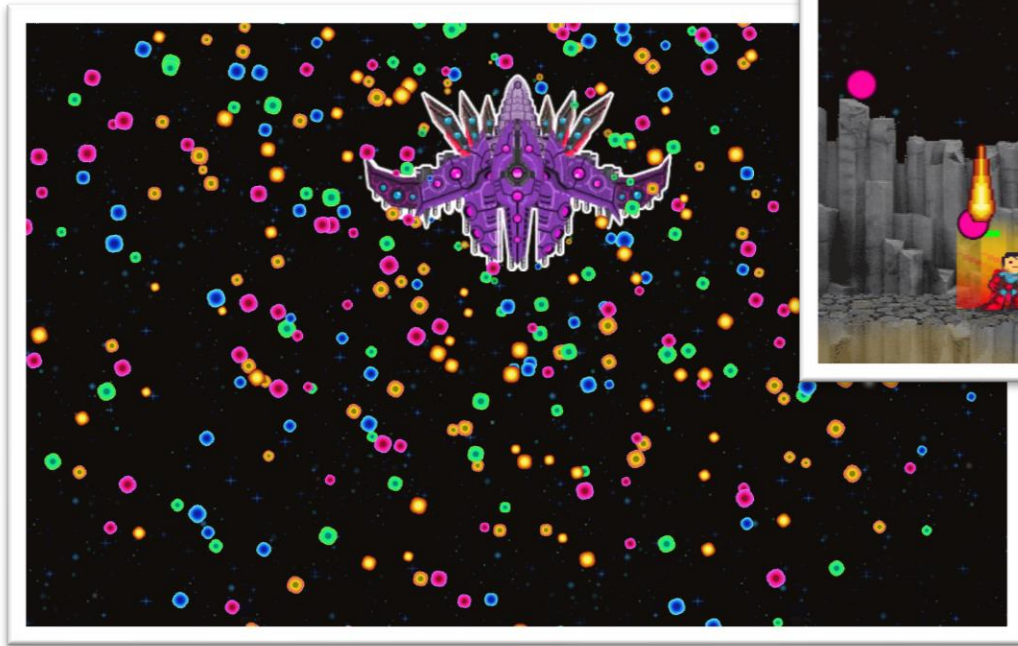


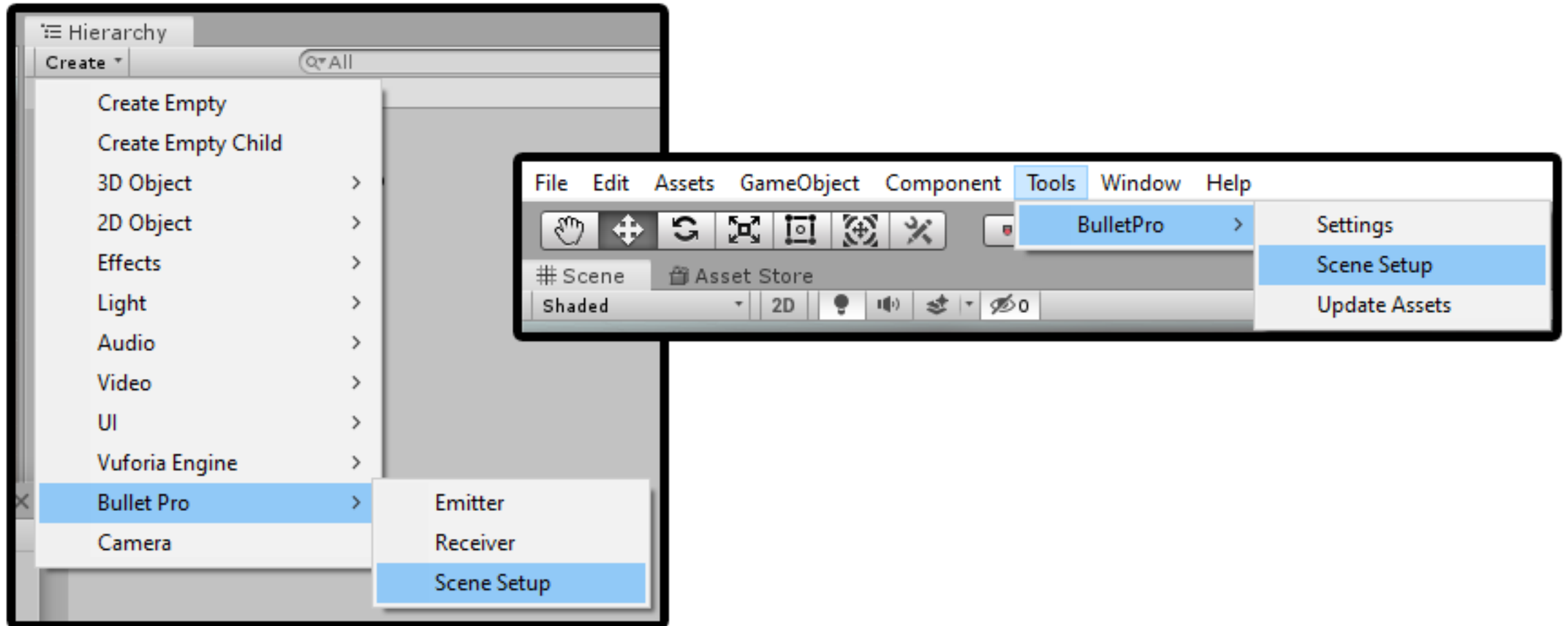
Welcome to Bullet Pro!

This 3-slides document will get you started in three steps.



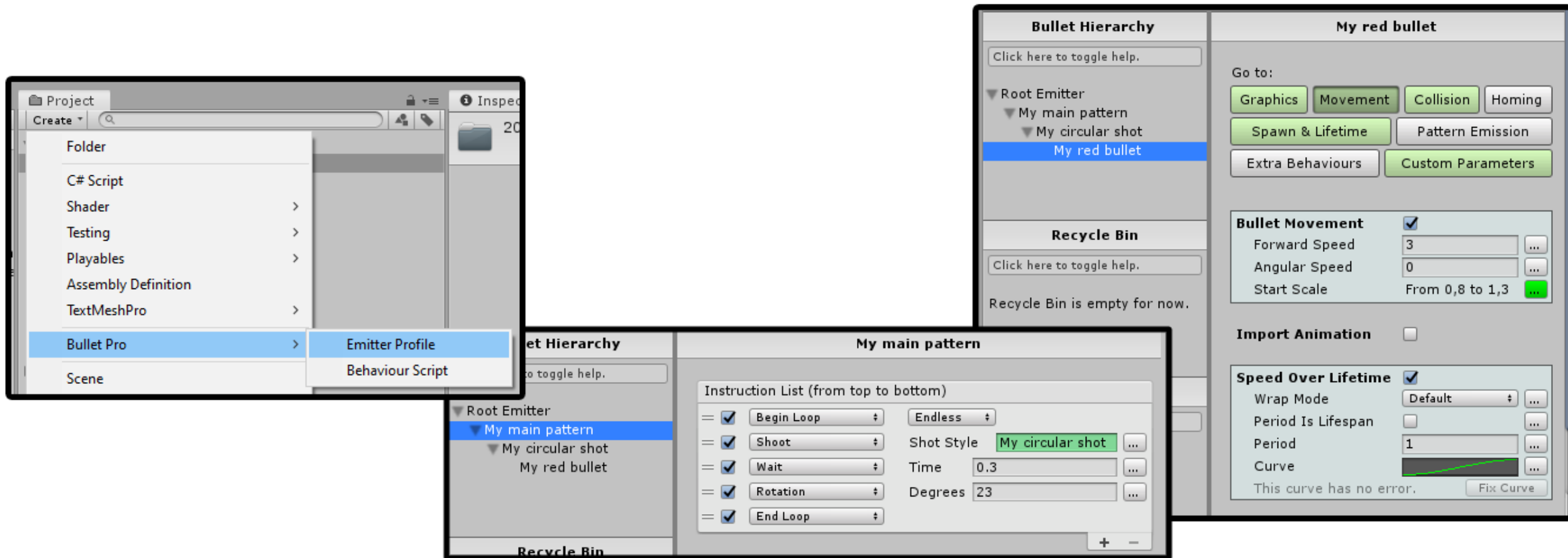
Step 1 : Setup your scene

Different ways to do it, in just two clicks!



Step 2 : Create an Emitter Profile asset

Organize layouts of bullets to be shot over time.



Step 3 : Make Emitter / Receiver GameObjects

*Feed the BulletEmitter Component with your Emitter Profile, then Play it!
(Play(), Pause(), Stop(), Kill())*

The image displays a Unity development environment with several key elements:

- Left Panel (Hierarchy/Menu):** A 'Create' menu is open, showing options like 'Create Empty', '3D Object', '2D Object', 'Effects', 'Light', 'Audio', 'Video', 'UI', 'Vuforia Engine', 'Bullet Pro', and 'Camera'. The 'Bullet Pro' option is selected, and a sub-menu is visible with 'Emitter', 'Receiver', and 'Scene Setup' options.
- Center Panel (Inspector):** The 'Bullet Receiver (Script)' component is selected. It shows settings for 'Collider Type' (Circle), 'Hitbox Size' (0.5), 'Hitbox Offset' (X: 0, Y: 0), 'Kill Bullet On Collision' (checked), and 'Max Simultaneous C' (1). Under 'Collision Tags', the 'On Hit By Bullet (Bullet, Vector3)' event is configured to trigger 'Runtime Only' with 'AudioSource.Play' and 'SFX_Hurt'.
- Right Panel (Inspector):** The 'Bullet Emitter (Script)' component is selected. It shows settings for 'Script' (BulletEmitter), 'Emitter Profile' (Machine Gun 1 (EmitterProfile)), 'Pattern Origin' (Bullet Emitter (Transform)), and 'Play At Start' (checked).
- Bottom Right Panel (Code):** A code snippet for a C# class `MyEmitterController` is shown, which inherits from `MonoBehaviour`. It includes a comment and a `Update()` method that checks for a space key press and calls `GetComponent<BulletEmitter>().Kill();`