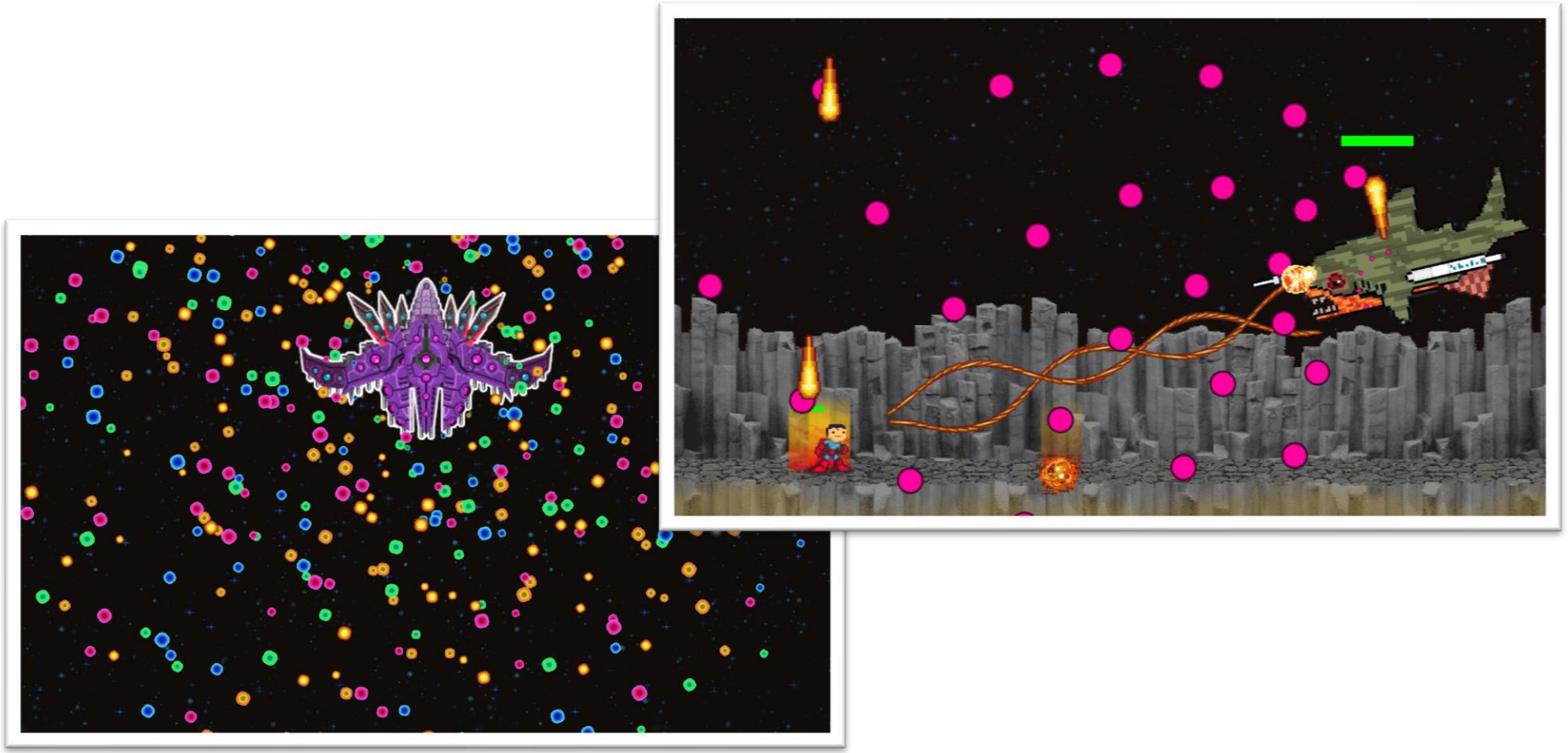
Welcome to Bullet Pro!

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

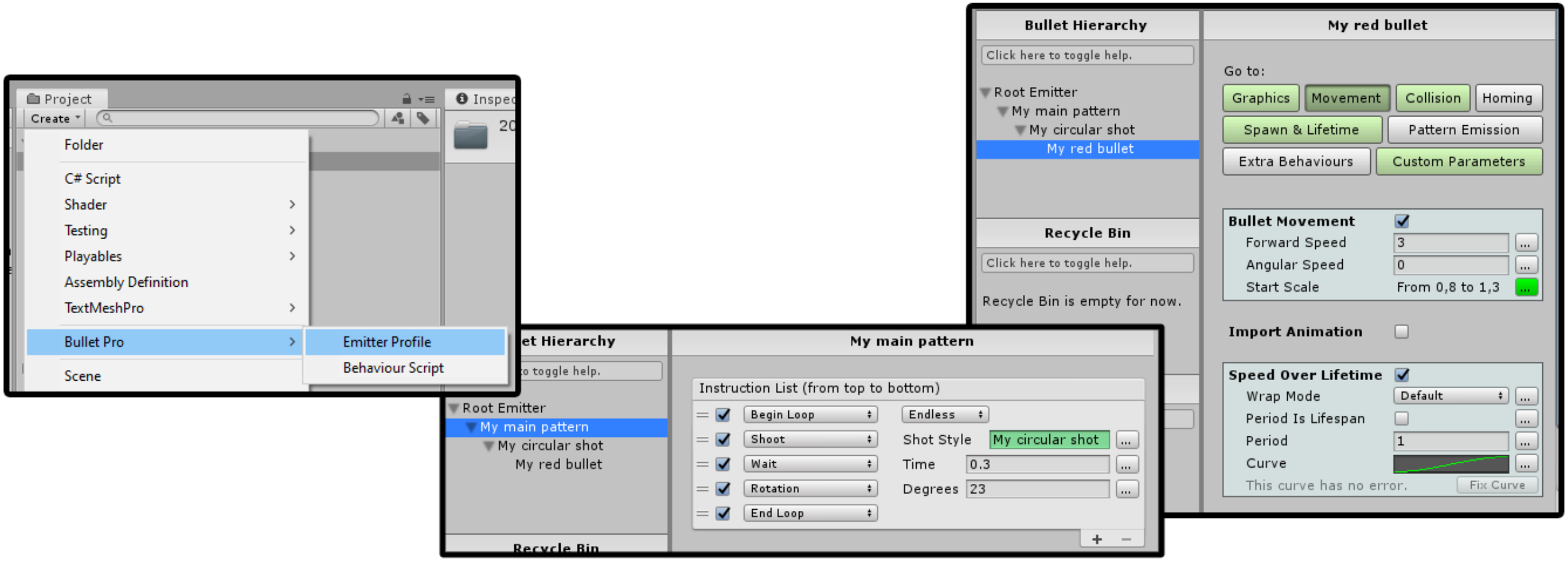


Step 1 : Setup your scene

Different ways to do it, in just two clicks!

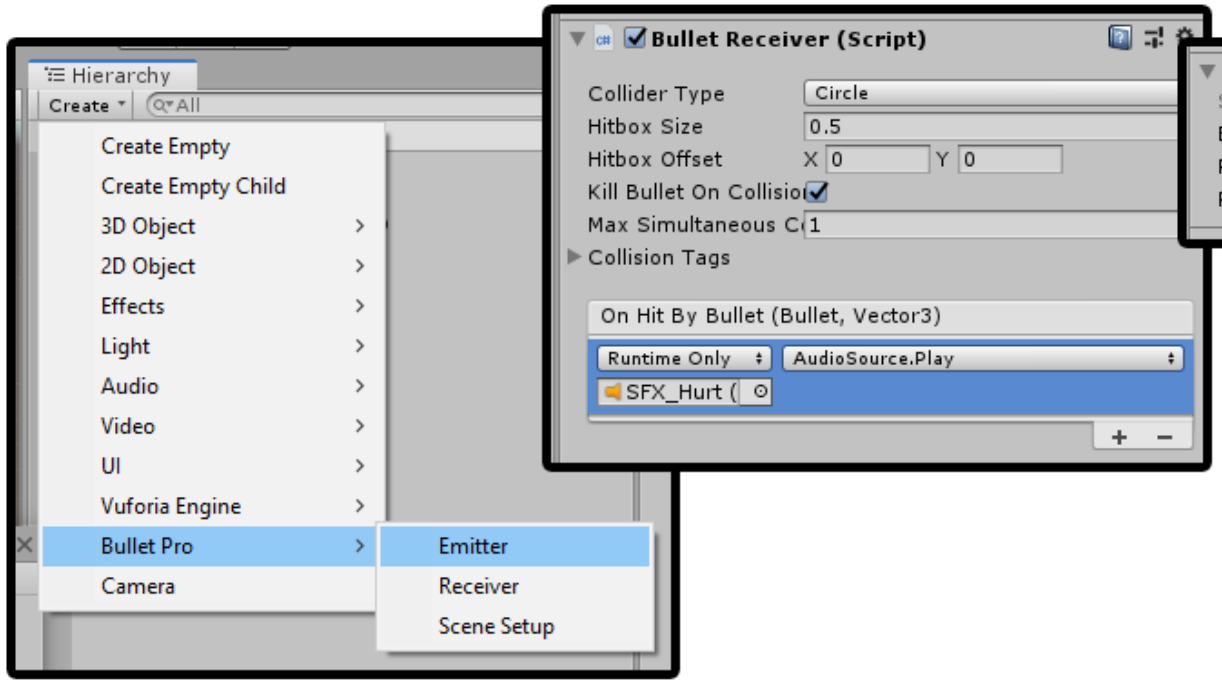
Step 2 : Create an Emitter Profile asset

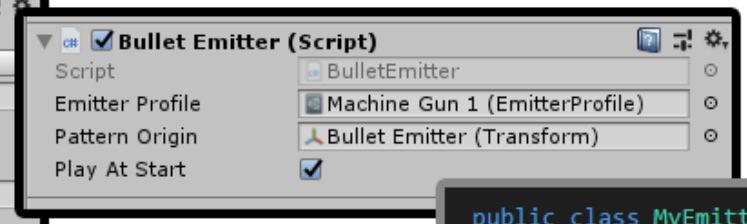
Organize layouts of bullets to be shot over time.



Step 3 : Make Emitter / Receiver GameObjects

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






```
public class MyEmitterController : MonoBehaviour
{
    // For example: kill this emitter when pressing Space
    public void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space))
            GetComponent<BulletEmitter>().Kill();
    }
}
```