

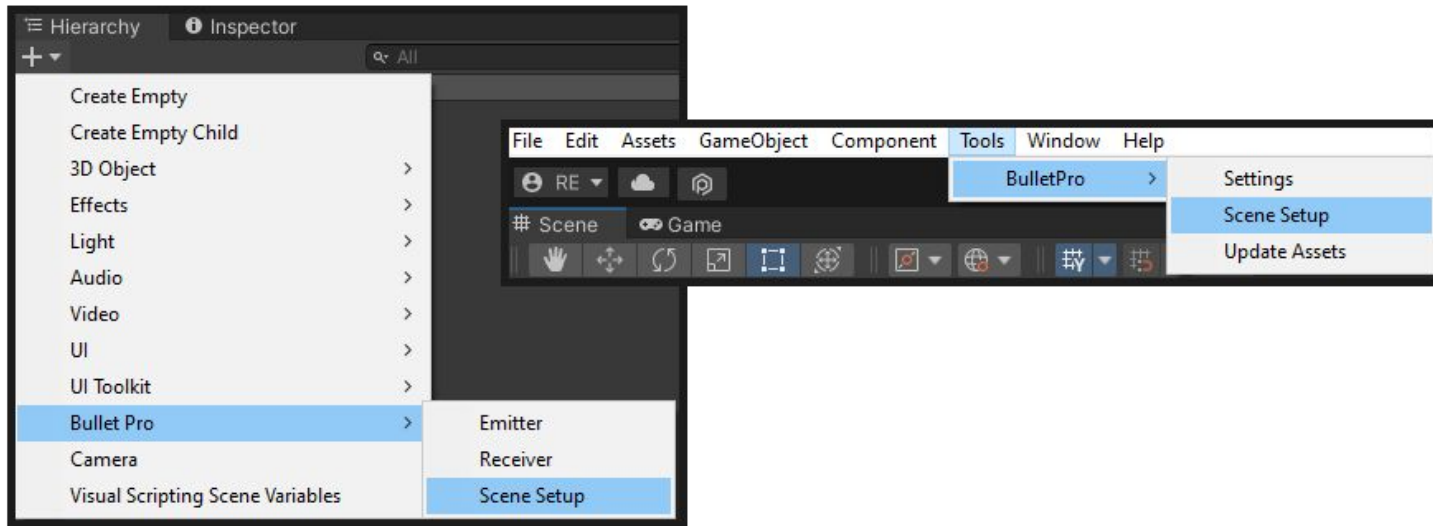
Welcome to BulletPro!

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



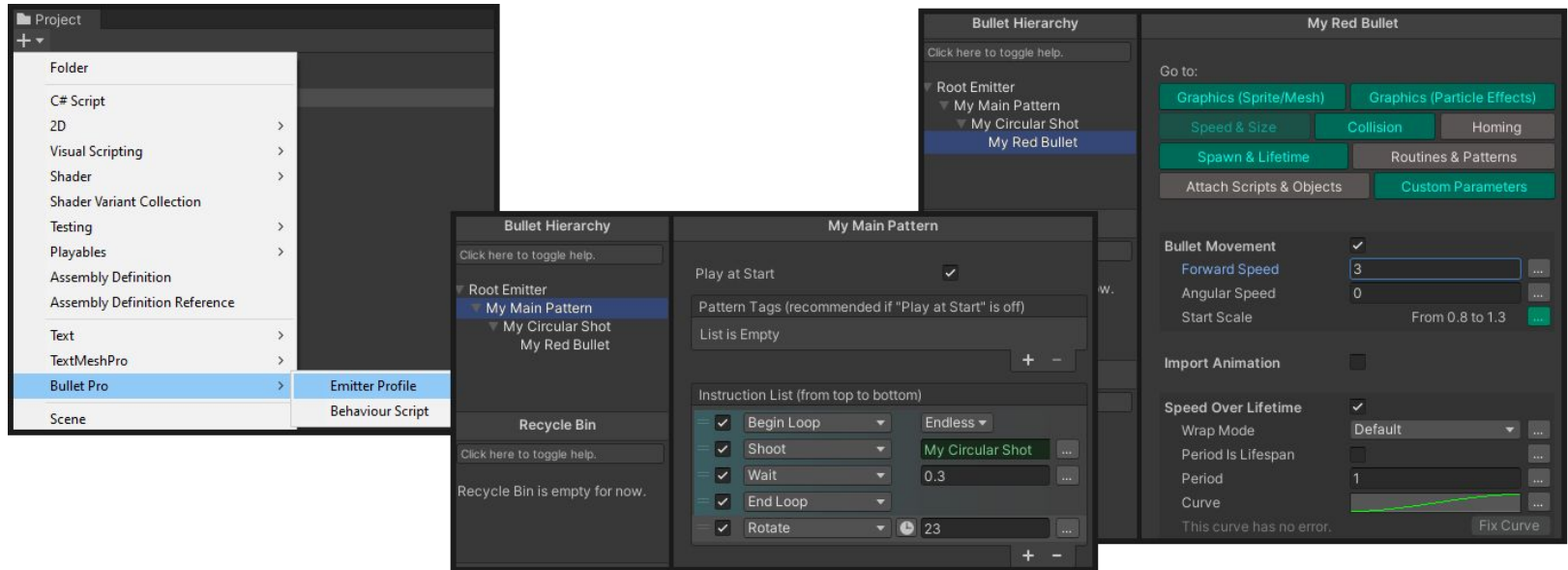
Step 1 - Setup your Scene

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:

- Bullet Receiver Inspector:** Shows the Collider Type set to 'Circle' with a Hitbox Size of 0.5. Under the Behaviour section, 'Kill Bullet On Collision' is checked and 'Max Collisions Per Frame' is set to 1. An event is configured for 'On Hit By Bullet (Bullet, Vector3)' to trigger 'AudioSource.Play' with the 'SFX_Hurt' audio clip.
- Bullet Emitter Inspector:** Shows the Emitter Profile set to 'Machine Gun 1 (Emitter Profile)' and 'Play At Start' checked. The Gizmo Size is set to 0.5.
- Hierarchy Panel:** Shows a menu for 'Bullet Pro' with 'Emitter', 'Receiver', and 'Scene Setup' options.
- Code Snippet:** A C# script named 'MyEmitterController' inherits from 'MonoBehaviour'. It includes an 'Update()' method that checks for the Space key being pressed and calls 'Kill()' on the 'BulletEmitter' component.

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