

# Welcome (back) to BulletPro!

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 ?

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

What bullet style ?

How many bullets at once ?

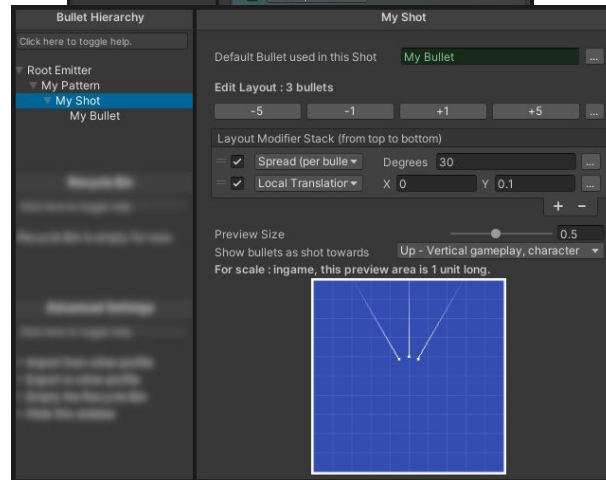
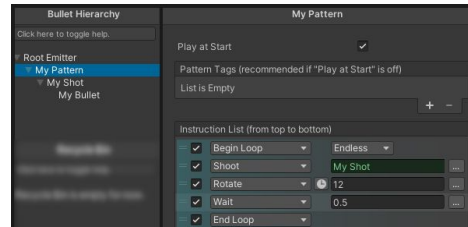
Where do they spawn ?

Where do they look at ?

Fan formation ?

Circle formation ?

Fancier stuff ?

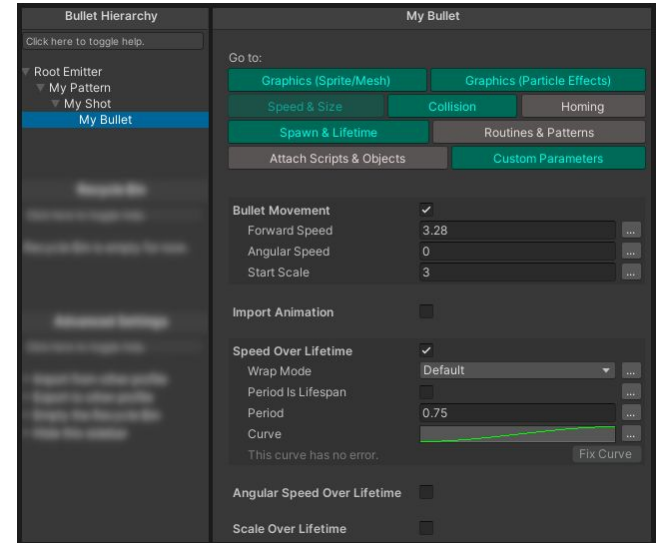


**Bullet** = base info for your projectiles.

What sprite ? What color ? What speed ?

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

A green button means something inside is enabled.



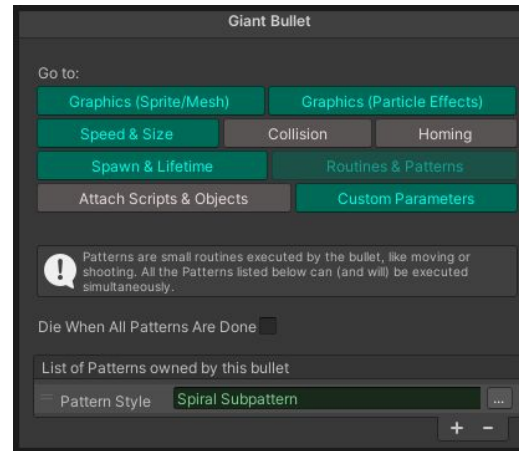
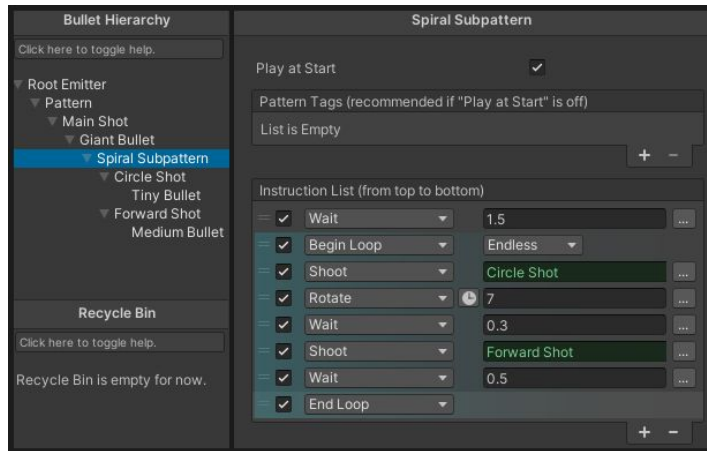
## 2) Why is it called “Bullet Hierarchy” ?

*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.

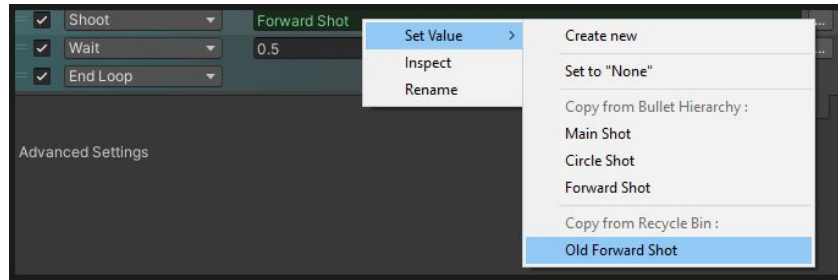
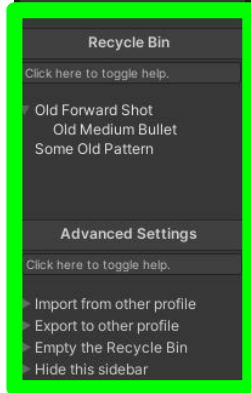
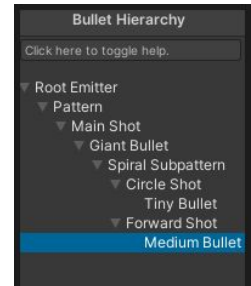


At the top of this hierarchy sits **one single bullet**. We call it the **Root Emitter**, or **Root Bullet**.  
This top bullet is often invisible, immovable and immaterial – but that’s up to you.

# 3) Recycle Bin, Import, Export

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

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 below).



**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

