**SLM Addon**

**Bullet Hell/Danmaku**

Requirements:

* Slywnow Mini
* AutoLang Slywnow
* Slywnow Base
* UniBulletHell

All the code was written based on the games of the Touhou series, to create a fan game, but using this addon you can also make a standard Bullet Hell.

**Оглавление**

[SLM BH Controll 2](#_Toc11400)

[SLM BH Player 3](#_Toc12512)

[SLM BH Wave 4](#_Toc6532)

[SLM BH Enemy 5](#_Toc9922)

[SLM BH UI 6](#_Toc28918)

[SLM BH Auto Destroy 7](#_Toc9792)

# SLM\_Commands

The addon adds the following commands (you need SLM\_BH\_Controll to work)

* runbh::id(int(vw))::win(command(vw))::lose(command(vw)) - Starts the Bullet Hell mode with the default settings
* runbhcustom::id(int(vw))::win(command(vw))::lose(command(vw))::forceHP(int(vw))::forceUlt(int(vw))::forceScore(int(vw)) - Starts the Bullet Hell mode with the custom settings

# SLM BH Controll

The main script, required to connect the addon to the SLM and manage other scripts

AddonManager — SLM\_AddonManager to add addon to Commands

Commands — SLM\_Commands to use ValueWork

WaveController – SLM\_BH\_Wave to run waves

Hp – hp of player

Score – score of player

Ult – number of ultimate abilities

Presets – presets of Bullet Hell

Stopcommands – stop when use commands from SLM BH (only for starts)

DamagebyEnemy - how much damage is done in contact with the enemy

DamageControl – setup damage for player and enemies for some bullets

EnemyTag - tag of enemy for Freeze voids

EnemyTag - tag of player for Freeze voids

Presets:

FoseSetHp – force set hp for this preset (optional)

FoseSetUlt – force set ult count for this preset (optional)

FoseSetScore – force set score for this preset (optional)

Main – main object of preset (optional)

WaveId – id of preset in WaveController (optional, -1 – off)

Bg – background object (optional)

Player – player object (optional)

Enemy – enemy object (optional)

Tip: yes, all optional, use only what you need

DamageControl:

name – name of object (with rigitbody, not UbhBulletSimpleSprite2d or UbhTentacleBullet) or name of object with SLM\_BH\_Enemy

damage – damage of this bullet

Tip: this’ll used by both Player and Enemy

Hidden:

danageCount - array with count of call damages from DamageControl

lastdamage - name of last bullet or enemy player damage (only if contains in DamageControl)

lastenemydamage - name of last bullet enemy damage (only if contains in DamageControl)

View system:

TypeOfMove – what use to move

TypeOfDamage – what use when damage

TypeOfDie – what use when die

Other settings just setup, add what you need and enjoy

Voids:

ClearBullets(string tag) - clear bullets by tag (if nothing than clear all bullets)

FreezeAll(float time) - freeze bullets, player and enemy for time

FreezeAllBullets(float time) - freeze bullets for time

FreezeAllEnemy(float time) - freeze enemies for time (only active)

FreezeAllPlayer(float time) - freeze players for time (only active)

FreezeBulletsAndEnemies(float time) freeze bullets and enemies for time (only active)

# SLM BH Player

Game Character Settings

Main:

Controll – SLM\_BH\_Controll

Axis\_X – Horizontal axis in Input

Axis\_Y – Vertical axis in Input

Useshift – use button to slow down the movement

Shift – button to slow down the movement

ShiftObject – object that shown when you use slow down

UseUltimate – use special attack

Ultimate – button of special attack

UltimateDelay - delay after using the ultimate to run the next one

View – view system (see SLM BH Controll)

useFreezeColor - use freeze color (required SpriteRender)

Freezetime (hiden) - freeze player for sec

Move:

Speed – speed of default move

SpeedShift – speed when press shift button

PlayArea – Object (recommended cube) that set play area (optional)

Max – max of play area (setup if don’t use PlayArea object)

Min – min of play area (setup if don’t use PlayArea object)

Shoot:

AutocontrolShoots – use auto system of shoots

ShootUpdate – when updating shoots

Enemy:

Voids:

UpdateShoot(bool prev) – update shoot of player (for change bullet by button or your system of update)

# SLM BH Wave

Creates waves of enemies (optional, not required if there is only one enemy)

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# SLM BH Enemy

Settings for the enemy

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# SLM BH UI

Display of data in the game, added to each individual UI element associated with the gameplay of SLM BH

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# **SLM BH Auto Destroy**

Automatically destroying projectiles and / or enemies and / or the player when reaching the area. Require: Box Collider 2D

Destroy Enemies - Destroy all GameObjects with SLM\_BH\_Enemy that have crossed collider

Destroy Bullets - Destroy all GameObjects with UbhBulletSimpleSprite2d or UbhTentacleBullet that have crossed collider

Destroy Player - Destroy all GameObjects with SLM\_BH\_Player that have crossed collider