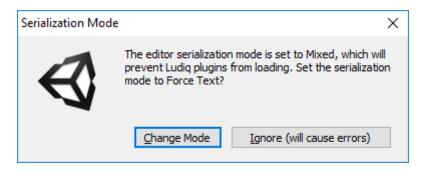
Bolt (/forums/4-bolt/) / Introduction (/forums/4-bolt/categories/37-introduction/topics/) / 🖹 Articles



Let's get you started.

First, download and import Bolt from the Asset Store.

After importing, you might get a warning if your serialization mode is not set to Force Text . Choose **Change Mode** and wait for the import to finish.



After the import completes, the **Setup Wizard** should open automatically. If it doesn't, you can always open manually from Tools > Bolt > Setup Wizard....

Bolt Setup Wizard ×
Welcome to
BOLT
VISUAL SCRIPTING
Welcome to Bolt.
This setup wizard will help you get started.
Next
Welcome Naming Documentation Inspectors Reporting Finish

Follow the instructions on screen to setup Bolt to your liking.

If you're not an experienced programmer, we strongly suggest choosing Human Naming .



Human Naming	Programmer Naming
🙏 Transform: Get Position	👃 🙏 Transform.position : Vector3
🔵 Integer	🔵 int
1= List of Game Object	1= List <gameobject></gameobject>
🙏 Rigidbody: Add Force (Force)	A Rigidbody.AddForce(Force)
🙏 Rigidbody: Add Force (Force)	

Once you're finished, hit Close :

Setup Complete
Bolt has successfully been setup.
Manual Configuration Close
Welcome Naming Documentation Inspectors Finish

That's it!

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