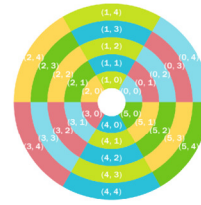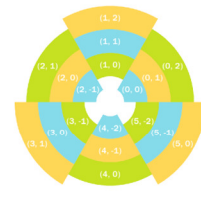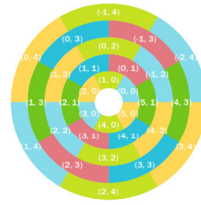# grids 1.7

Get started quickly

The easiest way to get started is to go through the examples and look at the code.

Online resources

- Tutorial, FAQ and Knowledge Base
- Grid Index
      what grids and maps to use
      how coordinates and axes are set up
- API Documentation
- What is new in Grids 1.7

If you get stuck, send us an email at support@gamelogic.co.za, and we will get you going again in no time.

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