Lightning provides basic examples in order to allow developers to become accustomed with the engine, in addition to the template Visual Studio project installed in the engine.

**List of Examples**

**Audio:** Demonstrates loading and playing audio of different formats. **Basic:** A very basic audio example.  
**BasicScene:** Demonstrates the Scene Manager and switching between scenes.  
**Camera:** Demonstrates the Camera System.  
**Collision:** Demonstrates the Lightning collision engine.  
**FontAndText:** Demonstrates the Font Manager and drawing text.  
**Input:** Demonstrates Lightning’s input system.  
**Lighting:** Demonstrates screen-space lighting.  
**Localisation:** Demonstrates localising text, with three example languages and several strings to localise.  
**Packaging:** Demonstrates the Packaging Engine and automatically deleting unpacked files on exit.  
**ParticleEffect:** Demonstrates particle effects.  
**PrimitiveRendering:** Demonstrates rendering basic shapes such as lines, circles, triangles, and polygons.  
**Texture:** Demonstrates basic texture drawing.  
**TextureAnimation:** Demonstrates animated texture drawing.  
**TextureAtlas:** Demonstrates managing and rendering different frames of a texture atlas at the same time.  
**UI:** Demonstrates UI controls and handling events from UI controls in your game.