Lightning provides a set of example programs that use the engine 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.  
**Animation:** An example of the JSON-based animation system. **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 and AABB class.  
**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.