These are known issues in Lightning 1.0 beta 1.

**Not All APIs Obey Delta Time**Not all APIs obey the **Window.DeltaTime** property. This will be corrected in 1.0-beta2.

**FPS Meter May Be Inaccurate On Some Hardware When Very Little Rendering Work is Being Performed**The FPS meter may be inaccurate on some hardware when very little rendering work is being performed.