These are known issues in Lightning 1.0.0

**Visual Studio Template Breaks if Installed Outside of Program Files**Some references in the Lightning Game Project visual studio template will break if the SDK is installed outside of Program Files. This will be corrected in the next release.

**Not All APIs Obey Delta Time**Not all APIs obey the **Window.DeltaTime** property. This will be corrected in the next release.

**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.