**Welcome!**

This is the Software Development Kit for the Lightning Game Engine. Lightning is a 2D and SDL based game engine that is designed to be extremely small (the smallest possible Lightning project is a mere 8 megabytes, with the core DLL being a mere 150 kilobytes, unlike the smallest possible Unity project of 100 megabytes), easy to use, and powerful.

The game engine currently only supports Windows (except the dedicated server, which also runs on Linux) and takes advantage of .NET 7.0 features, such as Native AOT for high-performance.

To get started, refer to the Getting Started guide.

**Incompatibility Warning for Lightning Version 1.x Projects**

Lightning projects targeted at version 1.1.x are not compatible in **any way** with Lightning version 2.0. **100% of API calls have changed**, even the **basic initialisation call**, and some of the basic facets of the engine’s design have been changed from version 1.x. Even basic classes have been renamed. There is a possibility more will diverge before the final release of version 2.0.

**There is no point porting your projects. They are incompatible.** If you are currently developing a project using Lightning 1.1.x, the **1.1.4 patch** has been **cancelled** as **pointless** due to the low number of users. If you are using Lightning 1.1.3, continue to use Lightning 1.1.3. **No support will be provided as of December 4, 2022**.

**Lightning 1.0.5** is the **final** 1.0.x version, and **no** support will be provided for version 1.0.x in **any capacity** after **October 29, 2022**.