This is the release notes documentation for the Lightning game engine. This document’s goal is to assist you, the developer, in understanding all of the Lightning game engine’s latest functionality.

**Version 1.1.0 (Pre-release)**xxxxxxx xx, 2022

* Updated to SDL2\_mixer 2.6.2
* Updated to SDL2\_image 2.6.2 – JPEG-XL and AVIF image formats are now supported.
* Unified the **MousePressedEvent**, **MouseReleaseEvent** and **MouseEvent** classes into one **MouseEvent** class.
* Fixed **Window::CurFPS** being set to internal.
* Added **Texture::Access**
* Implemented

**Version 1.0.1  
August 31, 2022**

* Add the ability to remove UI gadgets.
* Fix an issue with Texture loading in the Visual Studio project template.
* Fix an internal method of FontManager accidentally being made public.

**Version 1.0.0  
August 30, 2022**

Initial release of the Lightning game engine.