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** so you can acquire a Texture’s access at runtime.
* The API has been standardised on American English. Please update your games accordingly.
* Implemented font caching. Text is now cached by the engine and automatically discarded when no longer used, resulting in a speedup of 20x in some cases. (Minesweeper went from 43fps to 550-800fps!, and my Test Program went from 80-100 to 450-600fps!)

**Version 1.0.3  
September 4, 2022**

* Fix lighting screen-space map moving with the camera (catastrophic failure)
* Implemented **ParticleEffect::RemoveEffect**,which will unload and remove a particle effect.
* Fixed the Light Manager’s screen space map being unlocked twice each frame.

**Version 1.0.2  
September 3, 2022**

* Fix all UI elements being rendered twice. This will increase overall performance by 10-100% depending on how much UI is being used in your game.
* Allow particle effects to actually be unloaded.
* Implement the **forceStop** parameter to **ParticleEffect::Stop**. It can be used to immediately stop a particle effect.
* Implement **GlobalSettings::Save** as a stopgap.
* Minor API fixes

**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.