Welcome to Lightning!

Lightning is an SDL-based 2D game engine that is designed to be small, effortlessly modular, and easy to use for developers. Development began at the start of 2022 and has now advanced enough to present a test version of the product.

The engine is designed to let you program the way you want and uses ordinary Visual Studio as its IDE; you can interface with any .NET language, no hacks or workarounds required! It also uses the latest .NET technology, .NET 6.0, and is designed to be crossplatform and compatible with NativeAOT when it releases in .NET 7.0. It is also designed to use the standard library as much as possible in order to facilitate multi-platform support, although currently only Windows binaries are available.

**WARNING: This product is not feature complete and breaking changes may be introduced at any time!**

**Feature requests are welcome!**

Prerequisites  
.NET 6.0 runtime  
Visual Studio 2022 (17.0.0+)

Documents in this package

**Welcome.docx:** This document  
**Quickstart.docx:** How to get up and go!  
**API.docx:** Documentation for the Lightning API  
**KnownIssues.docx:** Known issues and unimplemented functionality for this release  
**ReleasePlan.docx:** Release plan for Lightning  
**ReleaseNotes.docx:** Lightning release notes.  
**Support.docx:** How to get support when things go wrong  
**Examples.docx:** Example applications that use Lightning