Welcome to the API Reference for the Lightning game engine.

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1. General Overview  
1.1. Lightning API Style**The Lightning API is based on the concept of windows, and, optionally, scenes.  
  
Each Window is a rendering context that allows you to use Managers. Managers are the various parts of Lightning that allow specific operations, such as rendering lighting or input, to occur. It is generally required to pass the current Window being used to any rendering APIs that you call.

A scene is simply an “area” of a game and is an optional construct – the Scene Manager can be turned off with the **DontUseSceneManager** GlobalSetting. It provides ready-made basic handling of startup and shutdown as well as