

GET STARTED QUICKLY

The easiest way to get started is to read through the tutorials and go through the examples. You can find the examples in the folder: **Gamelogic/Grids2/Examples/**

Grids2 is a significant upgrade from Grids 1, therefor the package contains both versions of Grids. We recommend you do not move projects onto Grids 2 if they are already in development.

ONLINE RESOURCES

GRIDS 1

Tutorial, FAQ and Resources	http://gamelogic.co.za/grids/documentation-contents/
Extra Examples	http://gamelogic.co.za/grids/examples/
Grid Index (what grids and maps to use and how coordinates and axes work)	http://gamelogic.co.za/grids/documentation-contents/quick-start-tutorial/grid-index/
API Documentation	http://www.gamelogic.co.za/documentation/grids/
Release Notes	http://gamelogic.co.za/grids/what-is-new/
Knowledge Base	https://gamelogic.quandora.com/grids_unity

GRIDS 2

API Documentation	http://www.gamelogic.co.za/documentation/grids2/
Release Notes	http://gamelogic.co.za/2016/07/12/grids-2-is-out-what-changed/
Knowledge Base	https://gamelogic.quandora.com/Grids2

GETTING STUCK

If you get stuck, you can ask questions on our [Knowledge Base](#). You can also send us an email at support@gamelogic.co.za, and we will get you going again in no time.

STAY UP TO DATE

We frequently add more examples and documentation to our web site. Follow us to stay up to date:

<https://twitter.com/gamelogicza>