

UPGRADE NOTES

If you are updating Grids from a version before Grids 1.11, the following changes will affect you:

- All the examples are now in the namespace `Gamelogic.Grids.Examples`. If you used any of the example classes, make sure to add a `using` statement where you use them.
- We removed the `GridsUtils` class. If you use it, please send us an email so that we can provide you with an alternative solution.

GET STARTED QUICKLY

The easiest way to get started is to go through the examples and look at the code. Find the examples in the folder: **Gamelogic/Examples/Scenes**

ONLINE RESOURCES

Tutorial, FAQ and Knowledge Base	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/

SUPPORT

If you get stuck, 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>