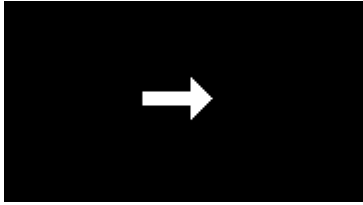
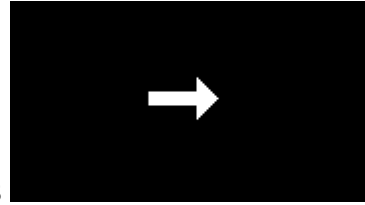


✖ Using a Track to Add/Remove a Shader ✖ Add a Timeline Track to an Object



See Command Module Tutorials



See Tracks

and Timeline Tutorials

From:

<https://wiki.orx-project.org/> - Orx Learning

Permanent link:

[https://wiki.orx-project.org/en/examples/tracks\\_commands/main?rev=1597890567](https://wiki.orx-project.org/en/examples/tracks_commands/main?rev=1597890567)

Last update: **2020/08/19 19:29 (5 years ago)**

