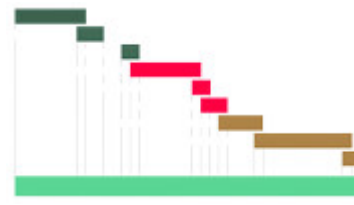
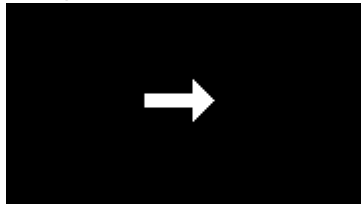




Using a Track to Add/Remove a Shader

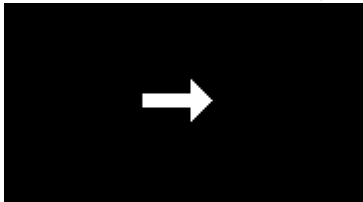


Add a



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=1597891662

Last update: **2020/08/19 19:47 (17 months ago)**

