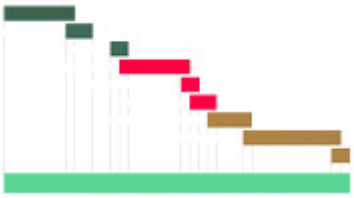
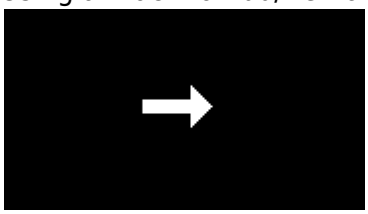
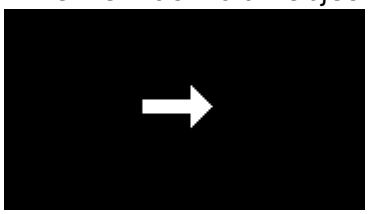
 Using a Track to Add/Remove a Shader  Add a Timeline Track to an Object  See Command Module Tutorials

 See Tracks and Timeline Tutorials

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/tracks_commands/main?rev=1597891662

Last update: **2025/09/30 17:26 (14 months ago)**