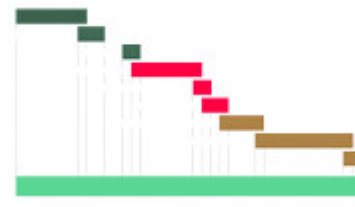
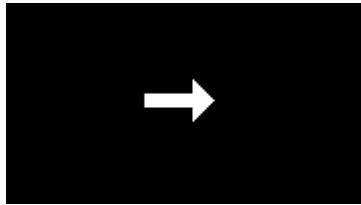




Using a Track to Add/Remove a Shader

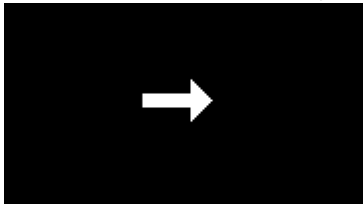


Add a



Timeline Track to an Object with Code

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=1630750004

Last update: **2025/09/30 17:26 (8 months ago)**

