

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

From:

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

Permanent link:

[https://orx-project.org/wiki/en/examples/tracks\\_commands/main?rev=1518598076](https://orx-project.org/wiki/en/examples/tracks_commands/main?rev=1518598076)

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

