1. I had problem with default color for Color variable in ShaderGraph, for some reason I am unable to set it in ShaderGrapf, corresponding window just doesn’t open.

Work around this problem is to apply needed color(mainly white) to material manually.

Still don't have any idea what is wrong...

2. Because I did not want to draw rays every update, I've stood before marking problem... normally I would mark object to do something in Update, then check for mark in Late Update, did my thing and unmark, but there is no fixed interval between player movements (with triggers ray drawing) they are executed from the same code with we do no know order of (one object before other) I had problem with inconsistencies with marking.

One possible solution was to make separate scripts with cold be pushed to front and back of execution order, but it does not seam right to me, it would do the job done but will be hard to understand for anybody that would come after me, so I've decided to go with list of all objects implementing IHitble interface, and list of ones that where hit in this pass, then in late update after movement I could go thru all IHitable and check are they on list for hits and execute accordingly.

I is not the most efficient solution but both lists will be short so it shouldn’t cost much CUP power and would help in future development.