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. Null Referecne Exeption in PlayerController at line 163. I really don't get this error at all... basically in this line I'm trying to get components from object, that we hit with a ray, with may implement IHitable Interface.

I don't understand why this error occurs because this line is inside if statement ( where we shoot a ray as "if" condition ) so rayhit data should exist only if raycast was successful, secondly I'm NOT using GetComponent but TryGetComponent with out paramenter so if hit object would not implement this interface then parameter is null with should not be seen as exception, thirdly I'm using exactly the same construction for other interface (line 154) in this same if statement and it is NEVER giving me exception...