Ако изкарва error MSB6006: "fxc.exe" exited with code 1. shader-ите са недостъпни и трябва да се заредят наново в проекта

Ако изкарва no entry point found при компилацията на shader-ите, на дадения shader трябва да се цъкни десен бутон, properties, HLSL compiler и на entrypoint name трябва да пише името на vertex shader-a

Animation Controller:

There are 2 tracks on which animation sets are played.

There is global animation time, which is increased with AdvanceTime. The global time can be reset with ResetTime.

Time controls where we are in the animation.

The tracks can be enabled/disabled. The make transition from one animation to another we have to set the other to another track are transit to it.

The time is constantly increasing. If we want to check if animation is finished we can reset the timer when it is above the animation time of the set. It is taken with set-> GetPeriod.