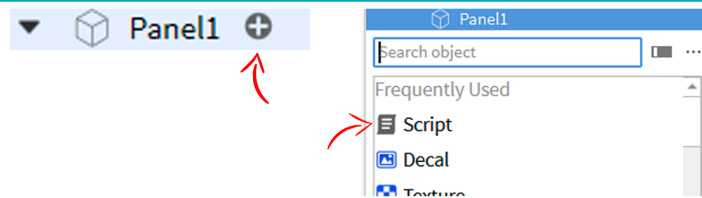


### Add a script:

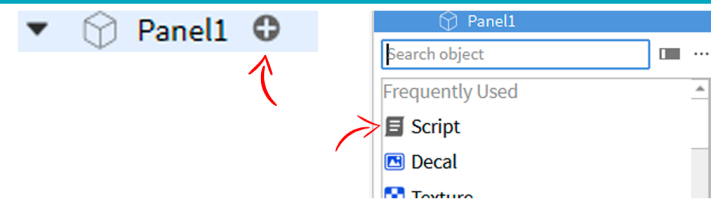


### Access to objects and properties:

`game.Workspace.Panel1.BrickColor`

`game` Top-level object  
`Workspace.Panel1` Hierarchy, as in the Explorer panel  
`BrickColor` Property, as in the Properties panel

### Add a script:

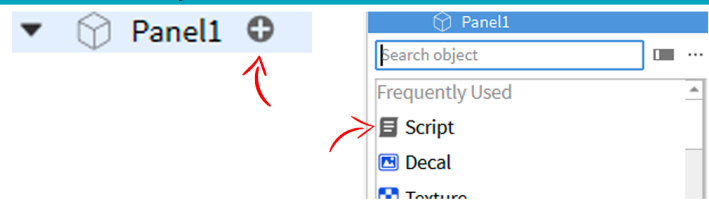


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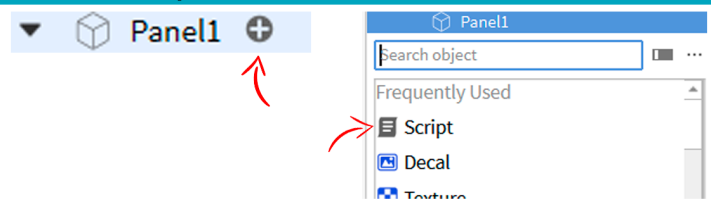


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