

## P3dPaintSphereColor

This allows you to change the P3dPaintSphere.Color property from unity events (e.g. buttons), because Unity doesn't allow you to directly set colors.

### paintSphere

The color of the paint.

### color

The color of the paint.

### Apply

This will apply the color.

#### 1. [P3dPaintSphereColor](#)

- 1. [paintSphere](#)
- 2. [color](#)
- 3. [Apply](#)