

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class ColorChange : MonoBehaviour
6 {
7     public bool MiniMapMarker = false;
8
9     // Start is called before the first frame update
10    void Start()
11    {
12        if(MiniMapMarker == false)
13        {
14            var ThisRenderer = this.GetComponent<Renderer>();
15
16            ThisRenderer.material.SetColor("_BaseColor", SaveScript.SportsCarColor);
17        }
18        if (MiniMapMarker == true)
19        {
20            var ThisRenderer = this.GetComponent<Renderer>();
21
22            ThisRenderer.material.SetColor("_UnlitColor", SaveScript.SportsCarColor);
23        }
24    }
25 }
26
```