```
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4
 5  public class PreviewColor : MonoBehaviour
 6  {
 7
 8      // Update is called once per frame
 9      void Update()
10      {
11          if(ButtonColor.Change == true)
12          {
13              ButtonColor.Change = false;
14              var ThisRenderer = this.GetComponent<Renderer>();
15
16              ThisRenderer.material.SetColor("_BaseColor", SaveScript.PreviewCarColor);
17          }
18      }
19  }
20
```