```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class GetIn : MonoBehaviour
6  {
7      public AudioSource MyPlayer;
8      public void GetInCar()
9      {
10         MyPlayer.Play();
11         SaveScript.SportsCarID = SwapCars.CarNumber;
12         SaveScript.SportsCarColor = SaveScript.PreviewCarColor;
13         UniversalSave.Saving = true;
14
15
16     }
17 }
18
```