```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class ButtonColor : MonoBehaviour
6  {
7      public byte Red;
8      public byte Green;
9      public byte Blue;
10     public byte Alpha;
11     public static bool Change = false;
12
13     public void SetColor()
14     {
15         SaveScript.PreviewCarColor = new Color32(Red, Green, Blue, Alpha);
16         Change = true;
17     }
18 }
19
```