ProBuilder F.A.Q.

How do I properly upgrade ProBuilder without losing my script references?

Youtube Tutorial

Upgrade Kit Download

- **Back up your project**
- Import the ProBuilderUpgradeKit package before importing the new version of ProBuilder (downloadable in the User Toolbox, or bundled in the ProBuilder package).
- Run `Tools > ProBuilder > Upgrade > Prepare Scene for Upgrade` on every scene.
- Delete the ProBuilder folder, and optionally the ProCore > Shared folder (if you delete this, make sure to also update ProGrids).
- Import the new ProBuilder package.
- Run `Tools > ProBuilder > Upgrade > Reattach ProBuilder Scripts` in every scene.
- Delete ProBuilderUpgradeKit folder.

Missing Menu Items

This is caused by compiler errors elsewhere in your project. If there is a script error in the Editor namespace, Unity cannot reload any new editor scripts.

To Fix

- Clean the console of persistent errors.
- If the console is clean and the problem doesn't go away, try deleting and re-importing the ProBuilder folder.

ProGrids isn't affecting ProBuilder vertices

To Fix

- Make sure you have ProGrids 2.1.6 or above installed.

Error: The imported type `pb_Object` is defined multiple times.

You have two instances of ProBuilder in your project. Usually this means the old ProBuilder folder wasn't deleted prior to importing the new version.

To Fix

If you have a backup of your project:

- Revert to a backup of your project and follow the steps in the Upgrade Kit readme to update your project.

If no backup is available:

- Delete ProBuilder folder.
- For each scene with ProBuilder objects, run Tools > ProBuilder > Repair > Fix Missing Script References.

Prefab is missing script references, but not fixable with Repair Missing Script References.

To Fix

- Place the prefab in an empty scene and run Repair Missing Script References.

Vertex colors aren't working

To Fix

- Make sure your material's shader supports vertex colors.
- Use ProBuilder's `DefaultVertexColor` material if you're unsure.