ProBuilder F.A.Q.

How do I upgrade ProBuilder without losing my script references?

Depending on the version of ProBuilder you currently have installed, the process differs. If you're using any version greater than 2.4, follow the `Standard Upgrade` guide. If you're using below 2.4, or if you are using the Source version and wish to switch to the DLL version (or vice-versa), follow the `Upgrade Kit` guide.

> **Always make a backup before upgrading a project!**

Standard Upgrade

Upgrading the DLL version in Unity 5

> Video tutorial: Youtube

- Import the new ProBuilder unity package. Make sure all items are toggled in the Importing Package window.
- After import, close the ProBuilder About Window with this version's changelog.
- There are now errors in the Console. This is expected.
- Navigate to the `ProCore > ProBuilder > Classes` folder.
- Right-Click (Context-Click Mac) the `ProBuilderCore-Unity5` file and select `Show In Explorer`.
- In the File Explorer (or Finder, on Mac), delete the `ProBuilderCore-Unity5` and `ProBuilderMeshOps-Unity5`
- Next (still in the File Explorer) rename `ProBuilderCore-Unity6` and `ProBuilderMeshOps-Unity6` to `ProBuilderCore-Unity5` and `ProBuilderMeshOps-Unity5`. If visible meta files are enabled, don't worry about changing their file names. Unity will take care of that for you.
- Staying in the File Explorer, navigate one folder up and into the `Editor` folder.
- Follow the same procedure with the `ProBuilderEditor-Unity5` files. Delete `ProBuilderEditor-Unity5` then rename `ProBuilderEditor-Unity6` to `ProBuilderEditor-Unity5`.
- Open Unity again. The project will recompile.
- Depending on what version of ProBuilder you are upgrading from, you may see some errors in the Console from deprecated scripts. Just click the error to find the file, then delete it (making sure that it is in the ProBuilder folder, don't delete any of your own scripts!).
  - Common deprecated files to delete:
    - `ProBuilder > Editor > MenuItems > File > pb_SaveLoad`
    - `ProBuilder > Editor > MenuItems > Tools > pb_VertexPainter`
    - `ProBuilder > Editor > MenuItems > Tools > pb_MaterialSelectionTool`
    - `ProCore > Shared` (entire folder is outdated)
- Done!

Upgrading the Source version

- Before importing the new package, delete the `ProCore > ProBuilder` folder (you can also delete the `ProCore > Shared` folder if it exists).
- Import the new ProBuilder package.
- Done!

Upgrade Kit ProBuilder Update

Follow these steps if you are upgrading a ProBuilder project from a version less than 2.4 (Tools / ProBuilder / About to check your current version). If you are switching from the Source version of ProBuilder to the DLL version this guide also applies.

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 > Batch Prepare Scenes for Upgrade`.

- 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 > Batch Re-attach ProBuilder Scripts`.
- 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.

Set Pivot isn't working

To fix

- Make sure the Unity setting `Pivot` is set to `Center`.

Correct

Incorrect