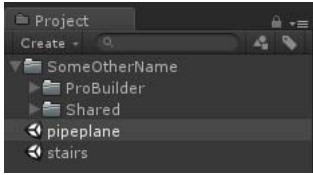


Common Upgrade Issues & Solutions

Missing GUI Icons



Older ProBuilder folder has been moved from **Assets/6by7**

If the older folder still contains all ProBuilder folder (Classes, Editor, Shader, etc), move the ProBuilder folder back to **Assets/6by7** and re-import the new ProBuilder package.

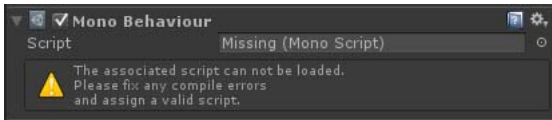
If the older folder only contains the Install and Resources folder, simply delete the old ProBuilder and re-import the new ProBuilder package.

Resources folder is missing

If **ProCore/Shared/Resources/** is missing, re-import the new ProBuilder package. Don't worry, only the missing files will be imported.



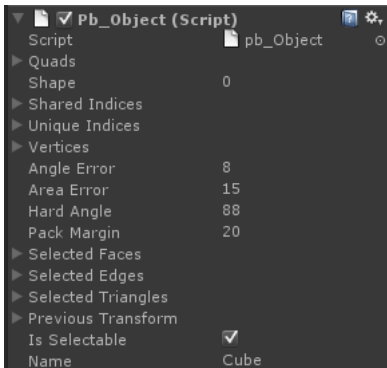
Missing Mono Scripts



Installation Was Forced

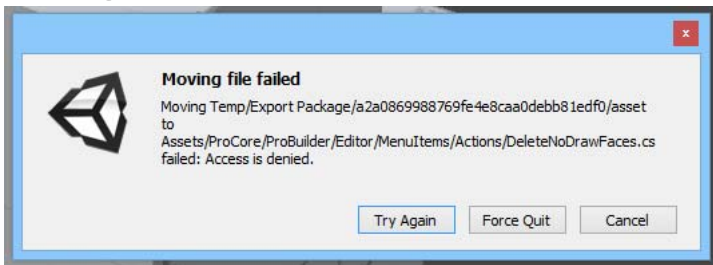
If you have moved the ProBuilder folder out of **Assets/6by7/** and installed, ProBuilder should have either automatically detected this change and adjusted, or failed. If it continued the installation process anyways, you will now have additional copies of ProBuilder assets in two places. The correct directory is **Assets/ProCore/ProBuilder**. To fix this, you may simply drag the pb_Object script onto the **Missing (Mono Script)** dropzone, or open a back-up of your project, move the ProBuilder folder to **Assets/6by7** and re-import the new package.

Missing Inspector Editor / ProBuilder Window won't Open

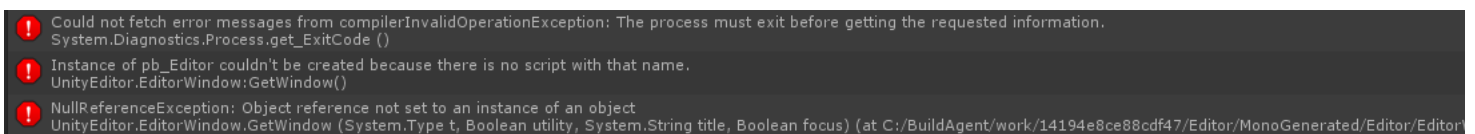


Restart Unity.

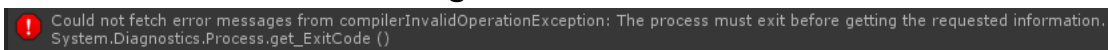
Moving Failed / File Locked



If **Try Again** does not work, **Cancel**. Installation should succeed, though you may see some combination of the following errors post-install. You may safely clear the console, as these errors are harmless.



Could Not Fetch Error Messages



This message is harmless - you may safely clear the console and ignore this error.