# **Common Upgrade Issues & Solutions**

## **Missing GUI Icons**



#### Older ProBuilder folder has been moved from Assets/6bv7

If the older folder still contains all ProBuilder (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.

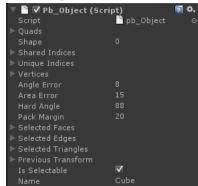
### Missing Mono Scripts



### Installation Was Forced

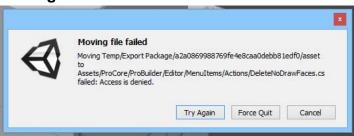
If you have moved the ProBuilder folder out of Assets/6by7/ and installed, ProBuilder should have either automatically detected this change and adjusted, or failed. If it continued the installation process anyways, you will now have additional copies of ProBuilder assets in two places. The correct directory 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 from compilerInvalidOperationException: The process must exit before getting the requested information.
System.Diagnostics.Process.get\_ExitCode ()
Instance of pb\_Editor couldn't be created because there is no script with that name.
UnityEditor.EditorWindow:GetWindow()

NullReferenceException: Object reference not set to an instance of an object
UnityEditor.EditorWindow.GetWindow (System.Type t, Boolean utility, System.String title, Boolean focus) (at C:/BuildAgent/work/14194e8ce88cdf47/Editor/MonoGenerated/Editor/Editor/

## **Could Not Fetch Error Messages**

Oculd not fetch error messages from compilerInvalidOperationException: The process must exit before getting the requested information. System.Diagnostics.Process.get\_ExitCode ()