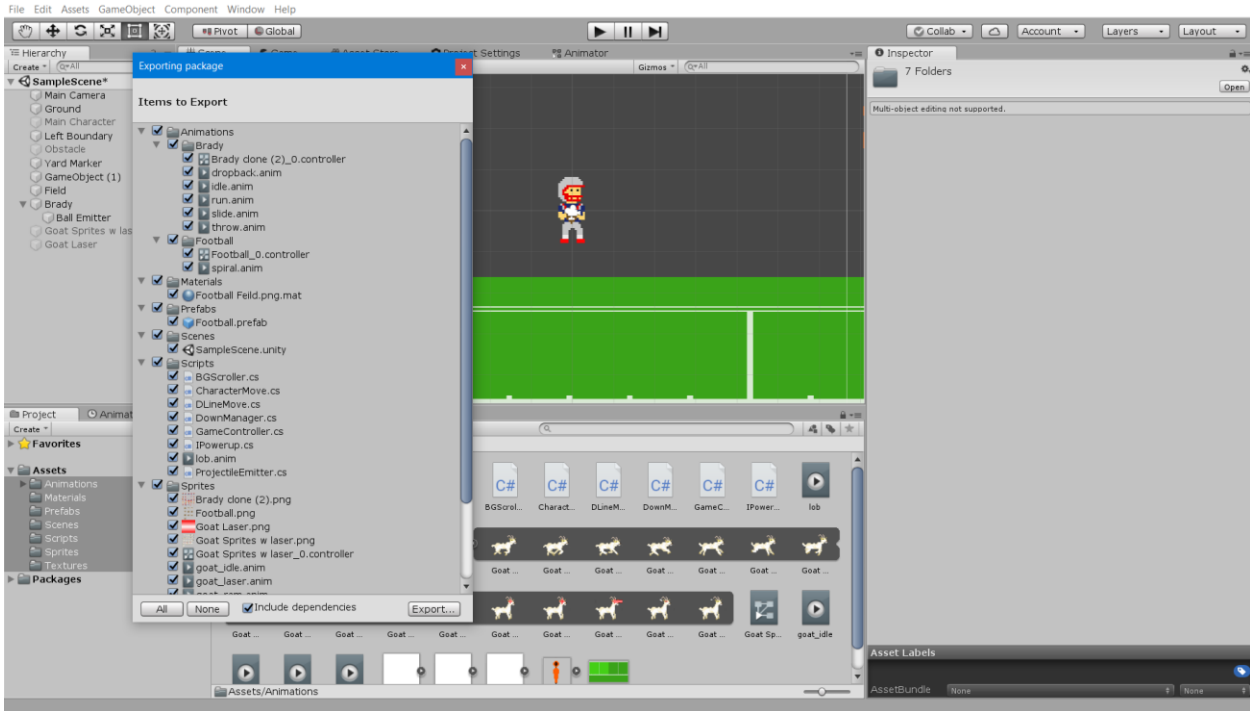# Downgrading your Project's Unity Version

Exporting Your Project as a Package:

1. Unity allows you to export custom **.unitypackage** files, which can contain anything stored in your **Assets** folder. In order to do this, find **Assets -> Export Package**. This will bring up a window with a list of all the files in your inspector.


2. To export your entire project, find the button on the export window labeled **All**. Press this and it will automatically select everything within your project hierarchy. To export the package, press the **Export** button. This will prompt you name and save your unity package file. Be sure to give it a descriptive name.

Opening a lower version of Unity

1. For our case we will be using **Unity 2018.2**, but this is applicable to any version of Unity. If you have **Unity 2018.2** installed on your computer, you should be able to find it on the computer's desktop shortcuts. If you have it installed on desktop you can skip to **Importing to a New Project**.
2. If you do not have the lower version of Unity installed on your desktop, check to see if **Unity Hub** is installed on your computer. If you do not have this either it can be downloaded here: https://unity3d.com/get-unity/download by selecting the **Download Unity Hub** option. Once you have downloaded the installer, open it and follow its instructions.

3. If you do have Unity Hub, you can check to see if you have the correct version installed by going to the **Installs** tab at the top and selecting the **On My Machine** option from the menu on the

left. If it does not appear, choose the **Official Releases** option on the left, find the correct version(**2018.2.**something), and select the **Download** button to the right of it.
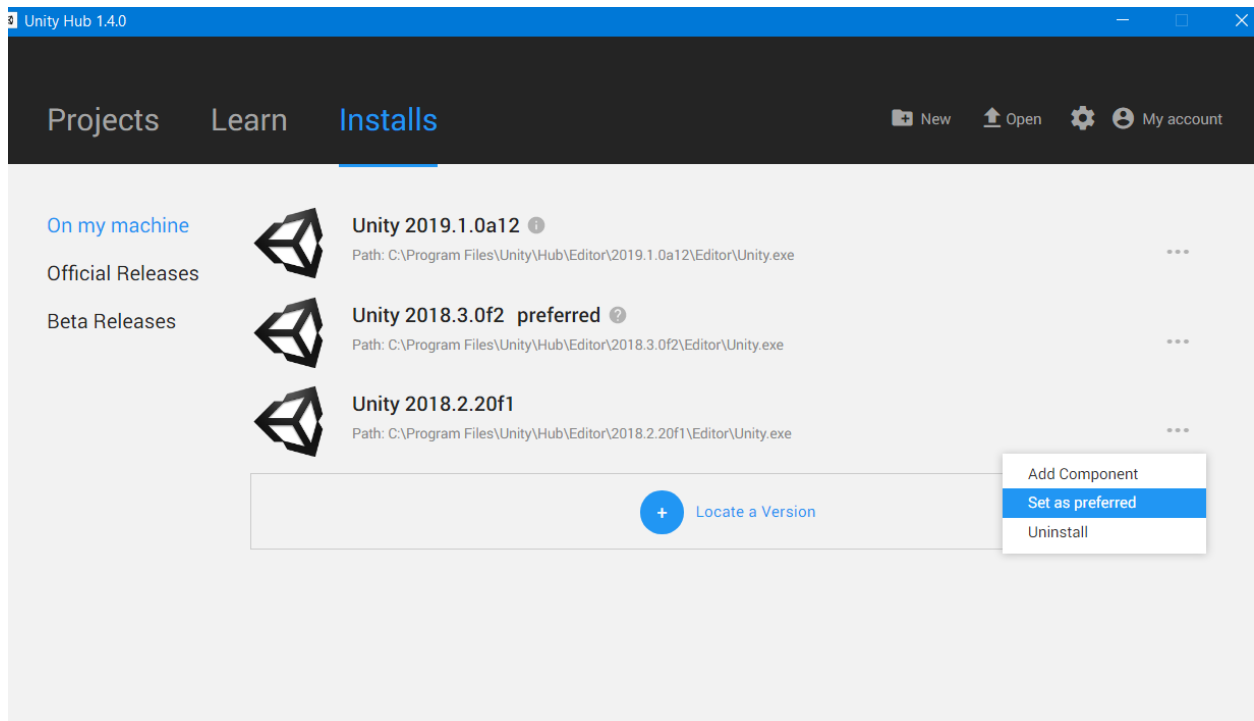
4. Once it finishes downloading and installing, the version will now be located in the **On My Machine** tab. Find the **3 Dots Icon** to the right of the version you plan to use and select **Set as preferred**.

Importing to a New Project

1. Open the version of Unity you want to use and in the **Project** tab select **New**. If you are using **Unity Hub**, find the **Unity Version** dropdown and make sure that it is the correct version that you want to use. Set the project **Template** so that it matches your old project (it should be **Lightweight VR** in our case). Once all the settings are correct, hit **Create Project**.
2. When the project opens, find **Assets -> Import Package -> Custom Package**. This will prompt you to find the **.unitypackage** file that you exported earlier. Find and import. A menu will pop up with the hierarchy of assets in the package. This menu should look very similar to the export menu. Make sure you select **All** and hit **Import**.

3. Now all your assets will be in the **Project** tab. Check your scenes to see if everything is still intact. You may have to recreate certain parts, but otherwise it should build correctly.