

Manual

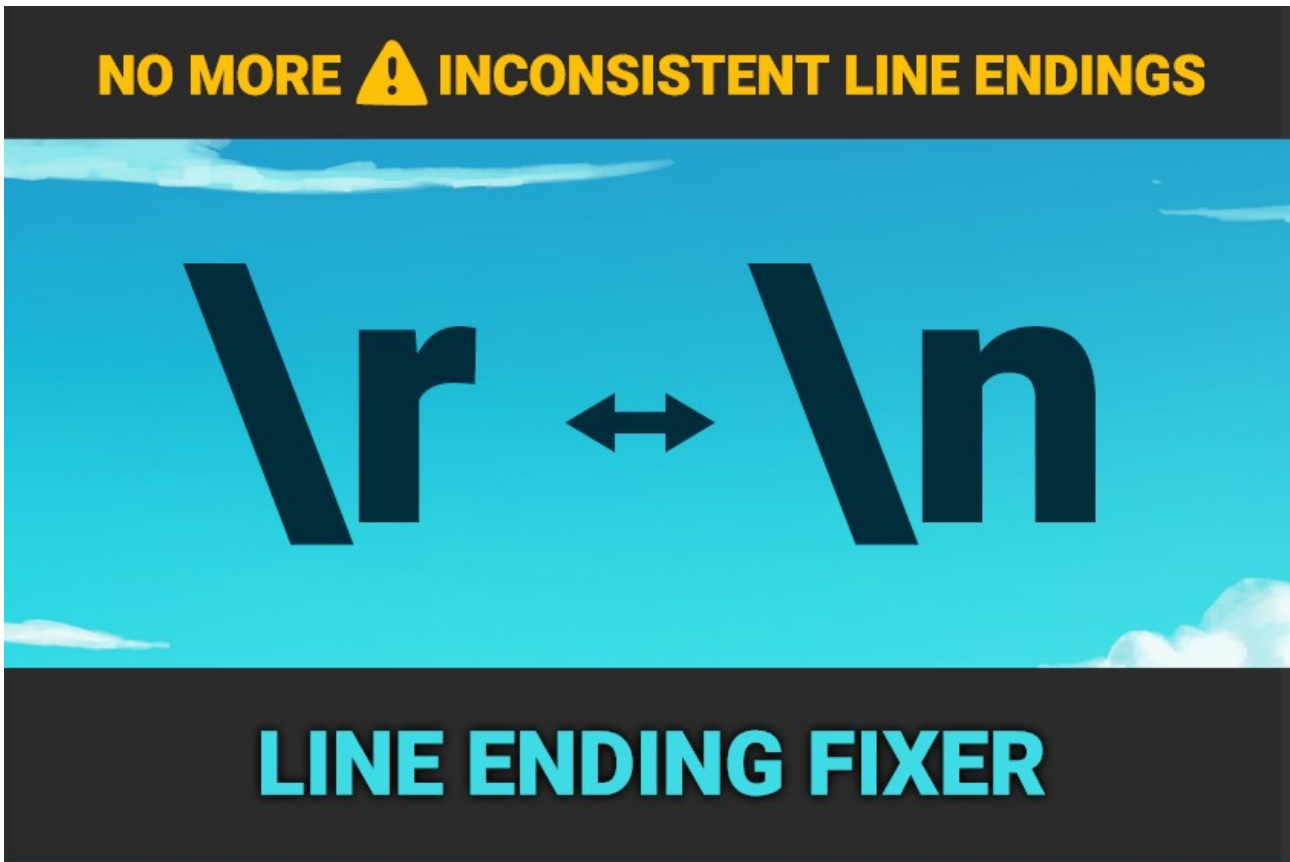
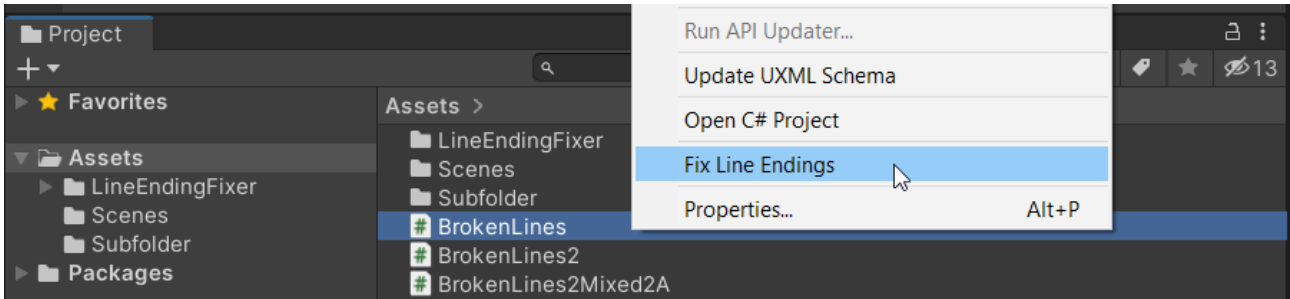


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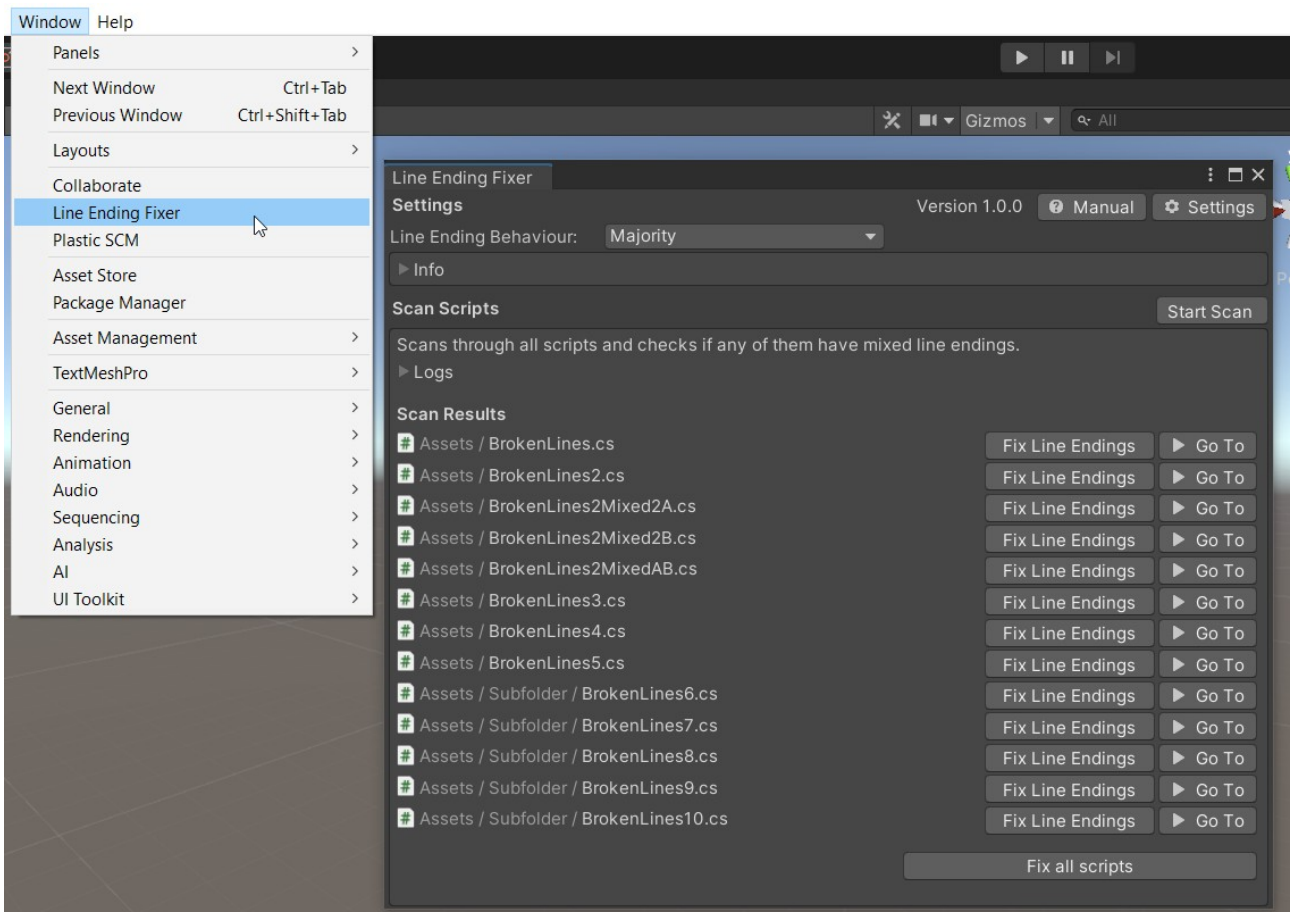
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1. Fixing line endings manually

To fix the lines on one specific file you simply execute a **Right-click > Fix Line Endings** on it. HINT: You can also select multiple files.

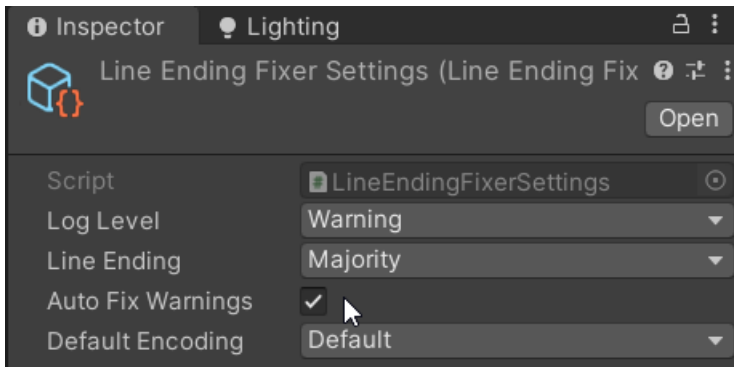


To fix all files in your project you should first scan your files and then decide which ones to fix. You can scan files in the „Line Ending Fixer“ windows. To open it go to **Window > Line Ending Fixer**.

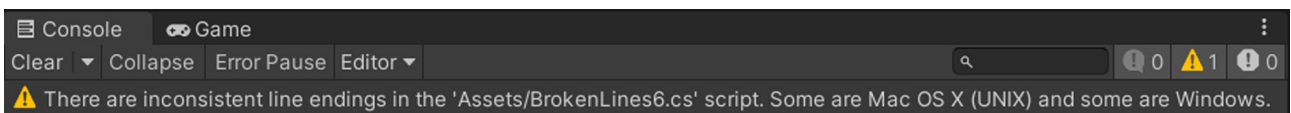


2. Auto fixing lines after the „Inconsistent ...“ warning

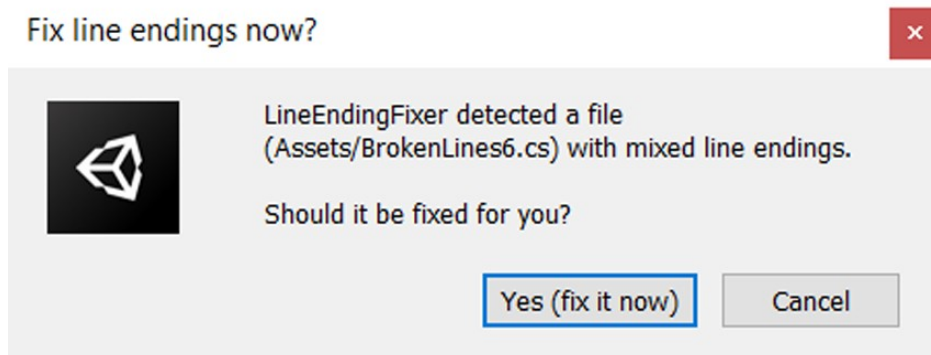
First make sure „Auto Fix Warnings“ is enabled in the settings (it is enabled by default).



The tool will detect if Unity logs a „inconsistent line endings“ Warning.

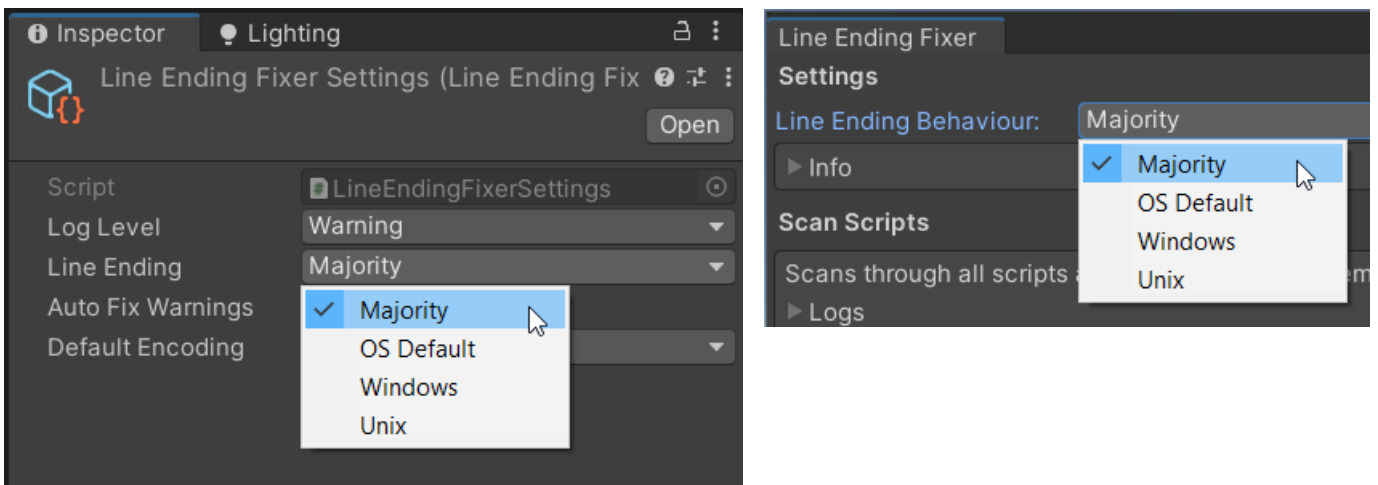


You will be asked how to proceed. If you want to fix it pick „**Yes (fix it now)**“.



3. Settings

In the settings you can choose how the line fixing should behave.



Majority

Will convert all line endings to the same as the majority of lines.

OSDefault

Will convert all line endings to the OS default (most likely `\r\n` on Windows `\n` on Mac and Unix).

Windows

Will convert all line endings to `\r\n`

Unix

Will convert all line endings to `\n`

You can also choose the default character set.

