Manual

NO MORE 🛕 INCONSISTENT LINE ENDINGS



LINE ENDING FIXER

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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.

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🕨 🚖 Favorites	Assets >	Open C# Project			
🔻 冲 Assets		Fix Line Endings			
LineEndingFixer Scenes	 Subfolder BrokenLines 	Properties	Alt+P		
 Subfolder Packages 	# BrokenLines2 # BrokenLines2Mixed	2A			

To fix all files in you project you should first scan your files and then decide which ones to fix. You can scan files in the "Line Ending Fixer" windows.

Top open it go to **Window > Line Ending Fixer**.

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Asset Management	>	Scans through all scrip	ots and checks if any c	f them have mixed I	ine endings.		
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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.

