

Trouble Shooting

We hope that Cubiquity for Unity3D runs smoothly for you, but if you have any problems then you should check this page for potential solutions.

CheckConsistency: Transform child can't be loaded

This error message is caused by what appears to be undesirable behavior with regards to the way Unity handles the 'DontSave' flag. Specifically, if the 'DontSave' flag is set on a GameObject in the scene hierarchy then Unity still serializes *references* to that GameObject even though it does not serialize the GameObject itself. This behavior is problematic for various parts of Cubiquity as we rely heavily of generating GameObjects at runtime (including in edit mode) and naturally we don't want them serialized to disk.

We have taken various steps to try and overcome this problem, but your own code can still cause such an error by setting the 'DontSave' flag on any object to which you have serializable references. Setting it on GameObjects at the root of the hierarchy appears to be ok (as it has no parent serializing a reference to it). Notice how our procedural generation examples do not create a new game object and components at runtime, but instead simply create and attach data to an existing game object and components. You should probably follow a similar pattern if implementing your own procedural generation.

More information on this issue: <http://answers.unity3d.com/questions/609621/hideflagsdontsave-causes-checkconsistency-transfor.html>

'Duplicate volume data detected' or 'Multiple use of volume data detected'

This warning will be given when you appear to have an invalid setup in terms of volume/data sharing. Usually this is a result of attempting to duplicate volumes in the Unity editor (often via Ctrl-D) but it can also happen from code. Make sure you read and understand the [relevant section of the user manual](#).

Note that the two warning messages are distinct - the first means you have multiple VolumeData instances accessing the same voxel database while the second means you have multiple Volumes referencing the same volumeData.

If the warning persists after you have attempted to fix it and cleared the console, then you may need to restart Unity.