

Error Log

1)Error: Trees/Roads/Characters were all pink...we faced this issue with multiple asset packages like Fantasy Forest, Basic Motions, Easy Roads 3D, Road Architect, NatureStarterkit2 and many others.

Reason: We were doing a 3D URP(Universal Rendering Pipeline) game, whereas all these assets were meant for regular 3D games that use standard rendering. We were unable to find good free assets meant exclusively for URP.

Fix: After watching several YouTube tutorials and reading multiple StackOverflow threads, we finally fixed it(for some assets, not all). Hema found out that Unity had a built-in tool which does the necessary conversion from standard to URP.

2)Error: We were unable to use Unity Version Control for our project because team members couldn't join/access the project.

Reason: The five of us used our personal email-IDs to create our Unity accounts. Thus, we were belonging to different "Organizations" and couldn't access other organizations's projects.

Fix: We tried adding everyone to one common organization, but it still wasn't successful, because only our Primary Organization's projects were visible. So, we shifted to Github.

3)Error: Unity entered safe mode as Dhanan.unity got corrupted

Reason: At around 7 pm on D-Day, during the final merge as my scene was over, I got over excited and did the following mistakes: 1) I didn't save my scene or the project in a temporary folder before pulling. 2) I stashed my changes and tried to pull from the Main branch instead of pulling directly from Main which would've resolved conflicts much faster. 3) Without knowing what to do, I wrote a series of random commands starting from git stash pip to whatever was displayed to me on screen(without understanding) like git add Assets/Scene/Dhanan.unity and git restore /SamePath... 4) Therefore, the Dhanan.unity file had multiple(>100) conflicts. Without

realizing this, I even pushed it(Thankfully, as I informed them, others didn't pull within those 3 hours)

Fix: I tried to resolve the conflicts manually using VSCode. But it took more than 10 minutes to even load the merge editor as the file was large(>40k lines). Finally, I saw once that there were 102 conflicts. When I started resolving them, VSCode just hung again. After that, despite multiple tries, VSCode would just not load the merge editor. Even if I removed the <<<<<<< Upstream update ===== and >>>>>>>Stashed changes part manually myself and clicked save, it just wouldn't save/come back to its original state after a few seconds. Then, I tried to make a text file, remove the merge indicators from that file and then rename it as Dhanan.unity. However, that also didn't work as immediately after I changed it to .Unity , the <,>,< symbols appeared again. I still don't know how(maybe because of some git command I typed which ignored the current state?). Then, I tried to rename the file and then try removing the merge indicators manually. After this, although Unity didn't enter safe mode, there were still duplicate id errors and the scene wouldn't load. I was seriously considering going to the previous saved version(3pm) and redoing the entire thing again. Then, I decided to read through some websites regarding this error. Then, I found out why renaming still gave errors. Everything between the <<<.. and the ===... represent the current changes/version whereas everything between the ===... and the >>>... represent the stashed version. So, I should've deleted all the lines from the === and >>>>>.... instead I had only removed the lines which contained the = and the >. I didn't remove anything between them. Thus, the same gameObject got multiple conflicting properties, leading to the duplicate Error. Realizing this, I added this scene to the gitignore list and then removed all the 100+ conflicts manually accordingly(removing in between lines/stashed changes too). Finally, to my relief, it worked and I restored my 7 pm state at 10:20 PM and pushed it to Github.