

Debugging

for Consistent Line Endings (Free)

By Nightfox

Possible Issues:

Nothing's happening after normalizing?

Problem:

Nothing's appearing in the console about the normalization process.

Solution:

Naturally, Consistent Line Endings doesn't output anything if either there was nothing to convert to begin with or all line endings already have been normalized.

I'm still getting Inconsistent Line Ending warnings.

Problem:

Even after normalizing, inconsistent line ending warnings still show up in either Unity or your External Script Editor (Visual Studio, etc).

Solution:

After normalizing your files, toggling back to your External Script editor (Visual Studio, etc), reloading changes and going back to Unity again will solve the problem.

If the normalized files are over 100+, you may have to wait for the files to be fully compiled before the changes are reflected.

Inconsistent Line Ending warnings persist even after reloading scripts.

Problem:

Even after reloading changes, inconsistent line ending warnings still show up in either Unity or your External Script Editor (Visual Studio, etc).

Solution:

At this point, the mixed line endings present in your files could be beyond the usual CR, LF, or CRLF line ending style, which this Lite version only supports.

If you want to solve advanced mixed line ending problems for your project, you may want to upgrade to **Consistent Line Endings Pro**.

Other extensions that I don't want to be normalized are included.

Problem:

Some extensions which this asset currently supports, are all being normalized on default, which may not be preferable to some.

Solution:

If you only want a specific set of file extensions to be normalized (cs, js, xml, etc), you will have to navigate to:

Nightfox > Tools > Consistent Line Endings >
AutofixLineEndingsMenu.cs

After opening the script, locate the extensions variable.

Remove any unwanted extensions you don't want to be normalized, and save changes.

ExecuteMenuItem target for Consistent Line Endings does not exist?

Problem:

You may get this error if you toggle Autofix Mode too fast.

Solution:

Give it a bit of time after re-compiling, about half a second at least before re-toggling Autofix Mode. That should clear any errors.

I'm having Shader errors / warnings:

- Shader error in ShaderCompute.compute. Did not find shader kernel 'CSMain' to compile (on d3d11)
- Syntax error
- Unrecognized profile specifier

Problem:

You may get these errors / warnings if you convert shaders and compute files to CR (\r) line endings.

Make sure if you have shader / compute files present, you should refrain from converting your line endings to CR (\r).

Solution #1:

Normalizing your line endings back to either CRLF or LF should fix this problem.

Solution #2:

If you want to normalize to CR (\r) line ending style for other files but not for shaders, you can navigate to the Nightfox directory in your Project hierarchy:

Nightfox > Tools > Consistent Line Endings > Core > AutofixLineEndingsMenu.cs

After opening the script, locate the extensions variable. Remove all extensions from list that you don't want to be converted, and in this case, shader and compute files.

Save changes and proceed to normalize your line endings to CR. At this point, shader and compute files will be ignored, and the errors and warnings would not come up.

If you have any more questions / problems, you can contact me:
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