

Troubleshooting

List of Known Errors and Potential Fixes:

"TIMED OUT" While Connecting to Server (Very Common Issue)

This issue can often be resolved by simply reconnecting. If that doesn't work, follow these steps:

1. Check Your Network Connection:

Ensure you are connected to Wi-Fi or Ethernet with a reasonable speed.

To check your speed, use: speedtest.net or fast.com.

A stable connection of at least 6 Mbit/s is recommended, though it may vary based on your location.

2. If your Wi-Fi connection is stable, restart your game and check the server status.

Server status can be found at the top of [global](#) channel on our Discord Server.

If the server is online and you still can't connect, seek support from the staff.

Sprint Jumping (Ctrl + W + Space) doesn't work / is weird (Very Common Issue)

This is caused by incorrect default keybinds with some keyboards. The solution is to unbind the "Trigger Draft" key in Controls.

It is generally recommended that new players review their keybinds and change them to their liking.

Mismatch in Mod Versions or Missing Mods When Connecting (Common Issue)

This typically occurs when:

- You're using an outdated version of the modpack. Check [updates](#) for the latest modpack version.
- The server is undergoing maintenance.
- It could also be due to manual modifications of the modpack. Never modify the modpack manually. If you have, reinstall the modpack.

If it's none of the above, and/or the issue persists even **after a restart**, please contact Staff via a Support ticket.

World loading screen stays at "0%" in Singleplayer. (Common Issue)

This is a bug caused by an unknown mod. However, it is purely **visual** and **does not impact** world loading. Even if the loading screen stays at 0% your world is still loading in. There is unfortunately

no current fix for this. Please wait patiently for your world to load in.

Blocks or Chunks in the (far) distance don't render properly. (Common Issue)

This is most likely from our custom implementation of [Voxy](#) for Forge 1.20.1 for Elysian. It's still in **BETA** as we work out some minor bugs. If you encounter issues that greatly impact your gameplay, you are able to turn off Voxy rendering in your Settings. Please report any issues that you encounter to us regarding this topic. Thank you!

Screen seems to "flicker" when AFK (Rare Issue)

This is a relatively complex issue that heavily depends on your system. We know that the root causes are (possibly) different kinds of *Overlays* conflicting with Minecraft. Highest suspects are: Discord Overlay, NVIDIA Share, Overwolf/Curseforge Overlay, and any kind of other overlay you might have. Using the Modpack in Fullscreen (default for Elysian) seems to mitigate this issue greatly.

A generally good practice to avoid issues similar to this is to only Alt+Tab out of the game after you have entered the Game Menu (ESC).

Crash on Start with AMD Graphics Card (Very Rare Issue)

If you encounter the error `EXCEPTION_ACCESS_VIOLATION (0xc0000005)`, this is likely caused by your AMD graphics card. The solution is to revert a recent graphics card update. Follow this tutorial for assistance: https://youtu.be/amKzOhu4jPc?si=sPGVhZkLr_3Dfeaf

"Failed to Connect to Server" (Fixed Issue, with very low chance of recurrence)

Internal Exception:

java.lang.nullpointerexception: cannot invoke "net.minecraft.nbt.compoundtag.m_128471_(string)" because "nbt" is null.

This error should already be resolved. If you still encounter it, contact staff for assistance by opening a ticket. (Ensure you haven't modified the modpack in any way)

Crash or higher than normal lag in Singleplayer for no reason (Fixed Issue, possible with incorrect, modified, or outdated Modpack)

This is likely caused by alexsmobs:centipede_body conflict with VS2. Use /kill if high lag and NBT Editor if crash.

Important Note: Lag in Singleplayer can be from a million sources which highly depend on your specific situation.

If your issue is not listed here, contact staff or ask for help in a support channel.

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