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- You're using an outdated version of the modpack.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.

Create related blocks do not render properly. (Common Issue)

This issue can be caused by many things. Most commonly it's caused by a flywheel issue with certain graphics cards. You can try turning off flywheel to see if that solves the issue by running this command: `/flywheel backend flywheel:off`. If this doesn't fix the issue please open a support ticket so we can help you resolve it.

Blocks or Chunks in the (far) distance don't render exactly like the actual block. (Common Issue)

This is most likely from our custom implementation of Voxy for Elysian called ElysianVoxy. If the problematic block is a modded block, its possible that we simply don't support rendering it. By default Voxy doesn't render blocks that require model baking, and ElysianVoxy only adds support for these mods: Domum Ornamentum, Framed Blocks, and Dynamic Trees. If the block in question is a modded block, and doesn't render right there is a good chance it's just not supported. If it's a vanilla block or a block from a mod mentioned above, it could be a serious issue which should be reported.

Chunks usually render properly. For a few seconds they may appear low quality or "bulky" in order to minimize the pressure on your device. This is a performance feature, and should not last long depending on your device strength.

If the chunks appear old, wrong, or odd in any way, you can try to reset your LOD storage at: "Settings/Options > Sodium Video Settings > Voxy > Elysian > LOD Storage: Clear LOD Storage..."

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).

"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)

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

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