

# Troubleshooting

## File descriptor limits

In some cases, file descriptor limits may cause errors like "Too many open files". To solve that, see the instructions for your platform below.

- Linux
- macOS

To increase the limits for the user running Nethermind (given the process name ofnethermind ), run:

```
sudo
```

```
echo
```

```
"nethermind soft nofile 100000"
```

```
    /etc/security/limits.d/nethermind.conf sudo
```

```
echo
```

```
"nethermind hard nofile 100000"
```

```
    /etc/security/limits.d/nethermind.conf To increase the limits, run:
```

```
ulimit
```

```
-n
```

```
10000 If you run into issues with the above command, see the workaround .
```

Note that the changes above are temporary and will be reset after the system reboot. To make them permanent, you can add them to your ~/.bashrc or ~/.bash\_profile shell configuration file.

## Database corruption issues

Database corruption is one of the issues that happen now and then; it has many possible causes among them:

- Hardware failures: disk failures, memory errors, hardware overheating, etc.
- Power cuts and abrupt shutdowns

There's no shortcut in such situations, and [resyncing Nethermind from scratch](#) is the recommended remedy.

## Issues with lock files

If Nethermind complains about the lock files, it perhaps because of one of the following:

- Another Nethermind process is running using the same database
- The database has not been appropriately closed on the last run.
- In this case, run the following command from the Nethermind database directory:
- find
- .
- -type
- f
- -name
- 'LOCK'
- -delete

## Block checksum mismatch

Sometimes Nethermind may fail with an error similar the following:

Corruption: block checksum mismatch: expected 2087346143, got 2983326672 in... This tends to happen on XFS file systems under very high memory pressure. The issue can be mitigated by using the --Db.UseDirectIoForFlushAndCompactions true option although at the cost of performance.

However, quite often, this is because of memory module issues. [Edit this page](#) Last updated on Feb 17, 2024 [Previous FAQ](#)

