

Troubleshooting

Network selection

Note: If you do not select a network, the default network will be Mainnet Beta.

```
sh celestia
```

```
< node-type e
```

```
init
```

```
--p2p.network
```

```
< network k
```

```
    celestia
```

```
< node-type e
```

```
start
```

```
--p2p.network
```

```
< network k
```

```
--core.ip
```

```
< URI
```

```
    celestia
```

```
< node-type e
```

```
init
```

```
--p2p.network
```

```
< network k
```

```
    celestia
```

```
< node-type e
```

```
start
```

```
--p2p.network
```

```
< network k
```

```
--core.ip
```

```
< URI
```

```
    TIP
```

Refer to [the ports section of this page](#) for information on which ports are required to be open on your machine. NOTE

It is advised before switching networks to reinitialize your node via `init` command. This is due to an old config being present. Re-initialisation will reset the config.

Chain ID

When interacting with `celestia-node`, it is important to take into account the different chain IDs for different networks. For Mainnet Beta, there is no need to declare a chain ID, as the default is `celestia`, i.e. `no--p2p.network` string flag is required for Mainnet Beta.

Network Chain ID `--p2p.network` string Mainnet Beta `celestia` not required (`--p2p.network celestia`) Mocha `mocha-4 --p2p.network mocha Arabica arabica-11 --p2p.network arabica`

Ports

When interacting with a Celestia node, you may need to open ports on your machine to allow communication between nodes, such as bridge nodes. It is essential that specific ports are accessible. Make sure that your firewall allows connections to the correct ports.

If you run a node on a cloud server, make sure that the ports are open on the server's firewall. If you run a node at home, make sure that your router allows connections to the correct ports.

For example, validator ports 9090 and 26657 need to be accessible by the bridge, and port 2121 is required for P2P connections for all node types.

The following ports are used by Celestia nodes:

Port	Protocol	Address	Description	Enabled by default	on node Flag	2121	TCP/UDP	localhost	P2P	true	N/A	26658	HTTP
localhost	RPC	true	--rpc.port string	26659	HTTP	localhost	REST	Gateway	false	--gateway.port string	WARNING		

The gateway endpoints have been deprecated and will be removed in the future. If you would like to use them anyway, you can [find more details on GitHub](#).

Changing the location of your node store

In this section, we'll guide you through starting your node using a node store in a different location than you originally started with.

First, stop your node safely using `control + C`.

Then, init your node again with a new node store:

```
bash celestia
```

```
< node-typ e
```

```
init
```

```
--node.store
```

```
/home/user/celestia- < node-typ e
```

```
-location/
```

```
\ --p2p.network
```

```
mocha celestia
```

```
< node-typ e
```

```
init
```

```
--node.store
```

```
/home/user/celestia- < node-typ e
```

```
-location/
```

```
\ --p2p.network
```

mocha Next, start your node:

```
bash celestia
```

```
full
```

```
start
```

```
--core.ip
```

```
rpc-mocha.pops.one
```

```
--p2p.network
```

```
mocha
```

```
\ --node.store
```

```
/home/user/celestia- < node-typ e
```

```
-location/ celestia
```

```
full
```

```
start
```

```
--core.ip
```

```
rpc-mocha.pops.one
```

```
--p2p.network
```

```
mocha
```

```
\ --node.store
```

```
/home/user/celestia- < node-typ e
```

-location/ If you choose to change the location of your node store, you will need to execute each command on your node with the following flag:

```
bash --node.store
```

```
/home/user/celestia- < node-typ e
```

```
-location/ --node.store
```

```
/home/user/celestia- < node-typ e
```

-location/ When using cel-key , the process is different. To show the keys you should add --keyring-dir like this example:

```
bash ./cel-key
```

```
list
```

```
--p2p.network
```

```
mocha
```

```
--node.type
```

```
full
```

```
\ --keyring-dir
```

```
/home/user/celestia- < node-typ e
```

```
-location/keys/ ./cel-key
```

```
list
```

```
--p2p.network
```

```
mocha
```

```
--node.type
```

```
full
```

```
\ --keyring-dir
```

```
/home/user/celestia- < node-typ e
```

```
-location/keys/
```

Resetting your config

If you encounter an error, it is likely that an old config file is present:

```
sh Error:
```

nodebuilder/share:
interval
must
be
positive ; nodebuilder/core:
invalid
IP
addr
given:

or

Error:
nodebuilder/share:
interval
must
be
positive Error:
nodebuilder/share:
interval
must
be
positive ; nodebuilder/core:
invalid
IP
addr
given:

or

Error:
nodebuilder/share:
interval
must
be
positive You can re-initialize your node's config with the following commands:

TIP

Save your config so custom values are not lost. Run the following command to update your config:

bash celestia

< node-typ e

```
config-update
```

```
--p2p.network
```

```
< network k
```

```
    celestia
```

```
< node-type e
```

```
config-update
```

```
--p2p.network
```

```
< network k
```

This will pull in any new values from new configuration and merge them into the existing configuration.

TIP

After using the `config-update` command, it is encouraged to double-check that your custom values are preserved. Then, to start your node again:

```
bash celestia
```

```
< node-type e
```

```
start
```

```
--p2p.network
```

```
< network k
```

```
    celestia
```

```
< node-type e
```

```
start
```

```
--p2p.network
```

```
< network k
```

Clearing the data store

For bridge, full, and light nodes, remove the data store with this command:

```
bash celestia
```

```
< node-type e
```

```
unsafe-reset-store
```

```
--p2p.network
```

```
< network k
```

```
    celestia
```

```
< node-type e
```

```
unsafe-reset-store
```

```
--p2p.network
```

```
< network k
```

```
    bash celestia
```

```
light
```

```
unsafe-reset-store
```

--p2p.network

mocha celestia

light

unsafe-reset-store

--p2p.network

mocha

FATAL headers given to the heightSub are in the wrong order

If you observe a FATAL log line like:

bash FATAL

header/store

store/heightsub.go:87

PLEASE

FILE

A

BUG

REPORT:

headers

given

to

the

heightSub

are

in

the

wrong

order" FATAL

header/store

store/heightsub.go:87

PLEASE

FILE

A

BUG

REPORT:

headers

given

to

the

heightSub

are

in

the

wrong

order" then it is possible the celestia-nodedata/ directory contains headers from a previous instance of the network that you are currently trying to run against. One resolution strategy is to delete the existing celestia-node config for the target network and re-initialize it:

sh

rm -rf ~/.celestia--

rm

-rf

~/.celestia-bridge-private

celestia init --p2p.network

celestia

bridge

init

--p2p.network

private

rm -rf ~/.celestia--

rm

-rf

~/.celestia-bridge-private

celestia init --p2p.network

celestia

bridge

init

--p2p.network

private

Error: "too many open files"

When running a Celestia bridge node, you may encounter an error in the logs similar to this:

bash Error

while

creating

log

```
file
in
valueLog.open
error:
while
opening
file:
/opt/celestia/.celestia-bridge/data/003442.vlog
error:
open
/opt/celestia/.celestia-bridge/data/003442.vlog:
too
many
open
files Error
while
creating
log
file
in
valueLog.open
error:
while
opening
file:
/opt/celestia/.celestia-bridge/data/003442.vlog
error:
open
/opt/celestia/.celestia-bridge/data/003442.vlog:
too
many
open
```

files This error indicates that the Celestia application is trying to open more files than the operating system's limit allows. To fix this, you will need to edit the Celestia bridge service file to increase the number of file descriptors that the service can open.

1. Open the service file for editing:

```
bash nano
/etc/systemd/system/celestia-bridge.service nano
```


/etc/systemd/system/celestia-bridge.service 1. Modify theLimitNOFILE 2. parameter:

In the service file, find theLimitNOFILE parameter under the[Service] section and set its value to1400000 . It should look like this:

```
ini [Service] ... LimitNOFILE =1400000 ... [Service] ... LimitNOFILE =1400000 ... NOTE
```

Be cautious when increasing file descriptor limits. Setting this value too high might affect system performance. Ensure the value is appropriate for your system's capabilities. 1. Reload daemon and restart bridge service:

```
bash sudo
```

```
systemctl
```

```
daemon-reload sudo
```

```
systemctl
```

```
daemon-reload bash sudo
```

```
systemctl
```

```
restart
```

```
celestia-bridge sudo
```

```
systemctl
```

```
restart
```

celestia-bridge [\[\] \[Edit this page on GitHub \]](#) Last updated: [Previous page Custom networks and values](#) [Next page Metrics, visualization, and alerts](#) [\[\]](#)