Troubleshooting

Here are all our commonly faced issues when connecting to or playing on the server.

It is also worth checking out Player Guides as sometimes there are useful ones in there that can assist with your issue.

- Mod File Mismatch and can't join server
- Performance Tips and Tricks

Mod File Mismatch and can't join server

This is a pretty common issue and unfortunately there's no easy way to fix it. First: Unsub from all mods via the workshop.

https://www.youtube.com/watch?v=c3jtRUiuJzU&t=7s&ab_channel=TroubleChute Then, use this collection to download all the mods the server uses, this is significantly faster than doing it in game, because steam handles the download and not the game.

https://steamcommunity.com/sharedfiles/filedetails?id=3233856529 After that, try to rejoin, I know this sucks, but there's far to many variables to track down the actual issue, because the file it's saying is *not* the file that's actually having the issue.

Performance Tips and Tricks

Having issues with Project Zomboid running slowly or giving you bad FPS in seemingly normal locations? Here is a collection of the tips and tricks that we use to help make the game run better for us. We hope these help you to enjoy the game more!

> For a lot of these changes, if you Verify Game Files, it will undo these changes. Remember to come back and repeat these steps.

All these solutions listed below are methods that can help with performance improvements. These methods are listed in no particular order and can having varying degrees of impact depending on a lot of variables.
You can choose to do any number of these options as they don't conflict with each other (unless stated otherwise).

We hope these have a positive impact on your play experience.

BetterFPS

BetterFPS is a standalone mod that can be downloaded and installed on your client. It doesn't install itself automatically, so you need to do a quick manual step to get this to work.

Subscribe to the BetterFPS mod and download the latest version yourself:

https://steamcommunity.com/sharedfiles/filedetails/?id=3022543997

The guide on how to install the mod is on the mod page itself, but I'll my own one here as well:

You will need two folders; your own "zombie" folder and your downloaded BetterFPS folder. The default paths are below.

C:\Program Files (x86)\Steam\steamapps\common\ProjectZomboid\zombie

C:\Program Files (x86)\Steam\steamapps\workshop\content\108600\3022543997\mods\BetterFPS\media

In the BetterFPS media folder, there are several subfolders. Choose the one most relevant to your display resolution, or if you're having performance issues, choose the next one down.

Inside each of those folders is a \zombie\iso folder, you can copy the whole \zombie\ folder and paste it in your \ProjectZomboid\ folder above. Choose to Replace the "IsoChunkMap.class" file.

That's it! You now have BetterFPS installed.

Every Texture Optimized

This mod replaces all the vanilla textures in game with more optimised ones. There are several options now for different levels of optimised or improved textures so play around to find the best ones for you. The mod is on this link below:

https://steamcommunity.com/sharedfiles/filedetails/?id=3119788162

The mod needs to be installed manually as it's client-side. You can do that by copying the files from this folder:

C:\Program Files (x86)\Steam\steamapps\workshop\content\108600\3119788162\mods\Every Texture Optimized - Balanced mode\media\textures

Into this folder:

C:\Program Files (x86)\Steam\steamapps\common\ProjectZomboid\media\textures

This only optimizes all the vanilla textures such as grass, road, all vanilla tiles in buildings and such. You will see a reduced improvement by comparison when entering heavily modded towns or locations that contain unoptimized textures.

Increase RAM Allocation

The standard settings only provide 3GB of RAM to the Zomboid instance which typically isn't enough to run our heavily modded server, especially under event-level zombie numbers. You can increase your RAM allocation with the following steps.

Navigate to your \ProjectZomboid\ folder, the default path is:

C:\Program Files (x86)\Steam\steamapps\common\ProjectZomboid

Look for the ProjectZomboid64.json file and open it in a text editor.

Scroll down in the text file to a section "vmArgs" and remove this line:

```
"-Xmx=3072",
```

Save your changes to the file (you can't save the changes if Zomboid is currently running, so close it and save again).

Now when you run Project Zomboid, the game will automatically take up as much RAM as it requires.

If you prefer having a minimum or maximum set for Zomboid, you can change the values to anything else you prefer, though that's usually a more advanced approach. The one documented above should work fine for any system of any capability.

Remove Blood Decals

Zomboid is really bad at rendering blood in the game. Each of the blood sprites takes up an insane amount of RAM, so it's best to just disable it completely. Here's how you can do that.

In the Menu > Options > Display area, under Rendering and Performance, you can find the "Blood Decals" which is default set to 100%. You need to change this to "None". Anything other than "None" is the same performance cost, the difference is just a transparency effect applied to the decal. None actually turns off the rendering and that's the performance saving action we need.
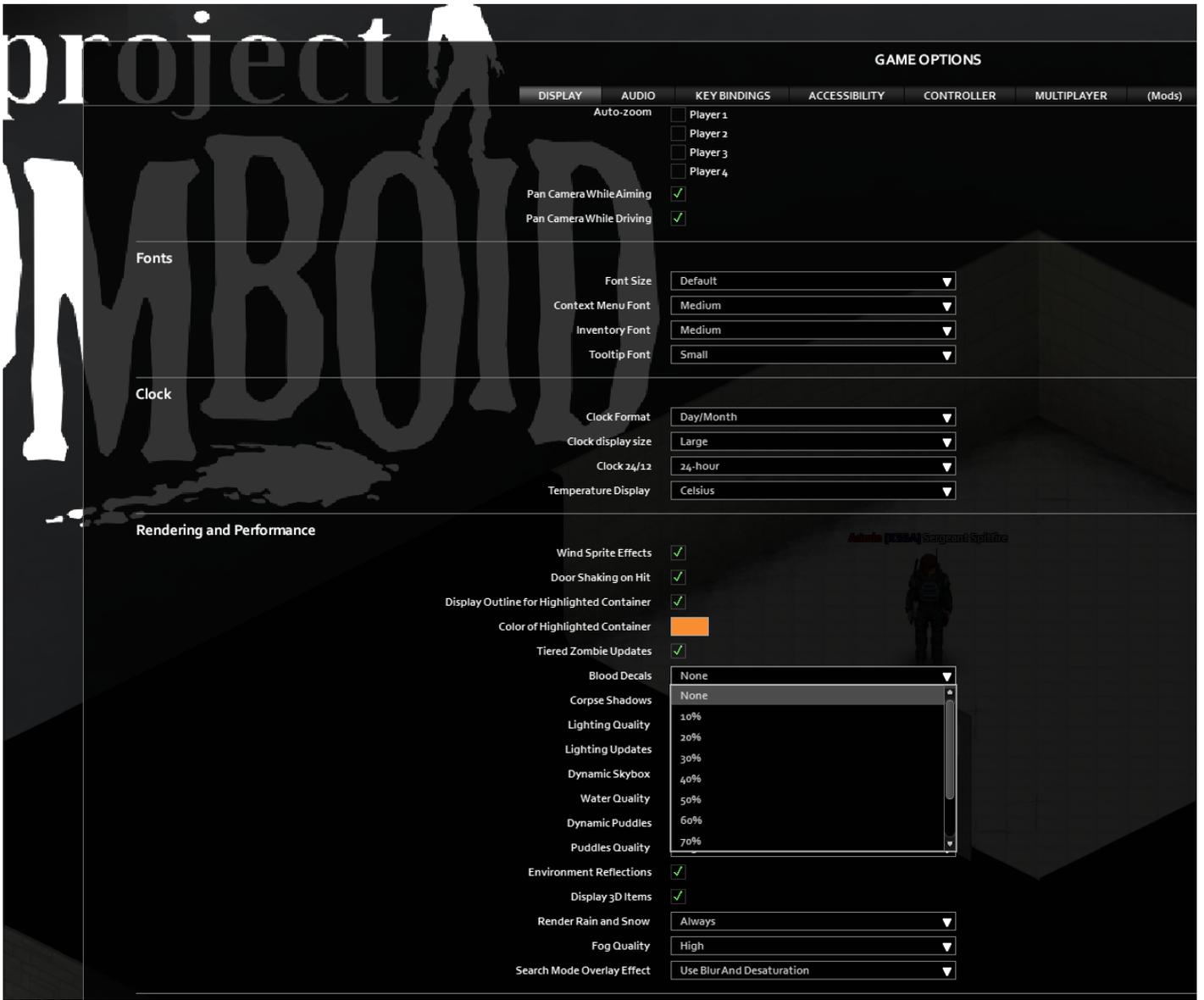
GAME OPTIONS

Auto-zoom
- ☐ Player 1
- ☐ Player 2
- ☐ Player 3
- ☐ Player 4

Pan Camera While Aiming ✓

Pan Camera While Driving ✓

Fonts

Font Size	Default ▼
Context Menu Font	Medium ▼
Inventory Font	Medium ▼
Tooltip Font	Small ▼

Clock

Clock Format	Day/Month ▼
Clock display size	Large ▼
Clock 24/12	24-hour ▼
Temperature Display	Celsius ▼

Rendering and Performance

Wind Sprite Effects ✓

Door Shaking on Hit ✓

Display Outline for Highlighted Container ✓

Color of Highlighted Container ▇

Tiered Zombie Updates ✓

Blood Decals	None ▼
Corpse Shadows	None
Lighting Quality	10%
Lighting Updates	20%
Dynamic Skybox	30%
Water Quality	40%
Dynamic Puddles	50%
Puddles Quality	60%
	70%

Environment Reflections ✓

Display 3D Items ✓

Render Rain and Snow	Always ▼
Fog Quality	High ▼
Search Mode Overlay Effect	Use Blur And Desaturation ▼