

GENERAL CONNECTIVITY

- General connectivity issues: the game will frequently give “Lost connection to host” or “Failed to join session” errors.
- Repeated “Failed to join session” or “Lost connection to host” until closing and reopening the game.
- Players in a group/fire squad, which they have joined intentionally, will sometimes be ‘shunted’ into new instances with random players and without the members of their group.
- Instances will display “Lobby Full” messages despite having fewer than the maximum number of players even on the lowest system, ie, displaying “Lobby Full” at 6 players when a PS4 host should still be able to host 8 players.
- One player will sometimes crash at the exact moment that another player tries to either join them via Playstation Friends options, or leaves the session.
- After having connection issues, the game will not allow you to attempt to rejoin another player until you completely close and restart the game. (PS4/PS5, possibly other platforms.)
- LAN players - players using the same modem/router - often have exaggerated issues when it comes to playing together. In some cases, it may be impossible, or impossible for longer than a few minutes.
- If two LAN players are in a session with multiple non-LAN players, the LAN players will sometimes see the exact same non-LAN players, yet be unable to see each other.
- Inability to select a specific player to act as host. This prevents lobbies from being able to reliably reach 32 players by selecting a PC host. Prioritizing PC players as always being session hosts would help address this, or allowing for private / dedicated sessions which will not attempt to shunt you into other sessions.

COSMETICS & OTHER VISUALS

- Custom starship trails are not visible in multiplayer.
- Hologram gestures don’t work in multiplayer; your character makes the gesture, but the hologram isn’t visible for other players.
- Capes aren’t visible in multiplayer unless you save edit to change your jetpack to any jetpack besides the one which automatically equips when using a cape. In other words, the jetpack which comes with capes automatically disables capes in multiplayer, and removing that jetpack fixes capes.
- ☒ ~~Incinerator fire jet does not display for other players except the impact animation. In other words, the fire stream does not show, only when the fire is hitting a player or other object.~~
- Other non-standard multitool weapons - Solar Ray, Animus Beam, etc - display as the Mining Beam to other players instead of the proper difference in beam that you see as the user.
- Wings on Solar Ships don’t retract in multiplayer.
- You cannot see another player’s staff animations (ie fingers wiggling when using Reclaimed Claw head).
- Faecium drops by fauna are client-side only and do not show in multiplayer. You cannot see your friend’s pet poop.

- Players will, rarely, be invisible to other players except for their multitool.
- Other players' pets will, rarely, be invisible for other observers.

BASE BUILDING

- ☑ ~~Wonder Projectors do not show the displayed/uploaded Wonders except to people in your party. If someone ambivalently visits a base with a Wonder Projector without the architect in their session, the Wonder Projector will not show anything.~~
- Race initiators give the option for up to 4 players to use them, but only trigger properly for a single player.
- Racing items, like obstacles and boosts, render too slowly to appear. By the time you reach a racing item's location in most fully-upgraded exocrafts traveling at racing speeds, they generally will not render..
- Individuals with building permissions on another individual's base will temporarily lose those building permissions if a third (or fourth, fifth, etc) individual warps into the system.
- If a base with 3,000 (or close to 3,000) parts is uploaded, and then another base is uploaded which has base parts in direct physical contact with that base, one or both bases will not be visible to visitors unless the visitor is in a session with the architect.
- Medium and Large Refiners do not work for base visitors unless the base architect is in the session. It will display "Refiner in Use" despite this not being the case.
- Message Modules sometimes do not display properly in highly-populated, high-complexity systems. (Observed in the New Ziki City settlement for example)

BYTEBEAT DEVICES

- You cannot share songs with another user when within range of a ByteBeat device.
- ByteBeat songs sometimes change tone and volume of tracks when downloading a song from a base and playing it on your own playlist.
- Staffs will appear as one color to the individual using the staff, yet a different color to any players looking at that individual.

MISCELLANEOUS

- Packaged Technology Modules are not transferable in multiplayer, despite them being introduced during the Waypoint update with the text, "Installed technologies may now be disassembled into convenient, transferable packages. Stash them away in your inventory [...] or trade with friends to collect your dream loadout."
- Lack of text chat on console. Not a bug, but a big obstacle to social interactions in-game.
- Occasionally when in multiplayer, the animation of a mining beam will "follow you around", appearing to impact you or the ground close to you despite no one using a mining beam anywhere near you.
- General issues with Settlements in multiplayer - one player may see another player's settlement floating up in the air, or may not see it at all despite repeated tries.
- Other players cannot hear you honking your Exocraft horn.

AN EXAMPLE LAN EXPERIENCE

Join attempts were made using "Multiplayer" selection in No Man's Sky's start-up menu or using "Join" option as Playstation Network Friends. In some cases, both accounts ended up in the same Session but were not in a Squad/Fireteam - in such cases, I continued playing as normal.

"Successful gameplay time" is defined as time I was actually able to access the build menu and place objects in the PS4 Account's base while playing on the PS5 Account.

Total Gameplay Time: 60 minutes

Successful Gameplay Time: 18 minutes and 14 seconds

Percent Successful Gameplay Time: 30%

Separate Gameplay Sessions: 6

Average Gameplay Length: ~3 minutes (in reality, it was more like four 1-2 minute sessions and two 5-10 minute sessions)

Distinct Connection Issues: 30

PS5 Connection: Ethernet / 516.5 Mbps Download / 23.0 Mbps Upload / Type 2 NAT

PS4 Connection: Wireless / 50.1 Mbps Download / 3.4 Mbps Upload / Type 2 NAT

****Both systems were connected to the same internet.****

Observed errors included "Failed to Join Lobby", "Connection to host lost", "Connecting..." with the dots repeating but nothing ever loading, "Connecting" then just dropping the message without transitioning to any other screen, and "_____ has left the system" despite both accounts still being online and in the same system.

Once, the Playstation Join option was greyed out for the PS5 Account and said "You already joined" despite just being in the Single Player / Multiplayer menu. On a few occasions, the accounts would re-connect via ambient multiplayer almost immediately after a brief disconnect from being in a squad together.

An interesting issue was also observed where PS4 Account's game would sometimes crash at the exact moment PS5 Account attempted to join via Playstation Friends option or, less commonly, when leaving the session (despite not showing as being in a squad on either screen). This happened repeatedly and I believe the join attempt / session departure somehow causes the crash.

THE #picturesforhellogames PHOTO PETITION

A "photo petition" - an initiative where a number of players submit photos at the same location in order to support a shared cause - was organized by the Galactic Hub. The goal was to convey the message: "HG, We ❤️ NMS, but (Connection Symbol) makes us = (". In other words, "We love your game, it's amazing, but the network is pretty bad, and it's preventing us from enjoying your amazing game with our friends."

Roughly 50 individuals took part in this petition, representing a fraction of those effected but demonstrating the importance of this issue to the playerbase.

A full collection of the images, with credit, can be found on [the Galactic Hub Pixelfed account](#).



- Image Signors -

1. 7101334
2. AgentBlade
3. Axattac1
4. Beanie
5. Bear-Baiting
6. Bear_of_the_Forest
7. crpthnflrst
8. Cyijj
9. Deuce8002
10. DiVong
11. DrSolek
12. El_Heffe77
13. FarSideOfSaturn
14. FireBros

15. Italicinterloper
16. InertQuasar2062
17. JuggaloPsycho420
18. Kori
19. letter27
20. LettuceAddict
21. Lunivore
22. MaaCrOwaVaBle
23. MaxMikester
24. milkmyripple
25. MrMiblett
26. neoncube
27. not_a_wizard1721
28. PM Twisty
29. Qwazeemodo
30. ramen mommy
31. RuckMauler
32. S71GGY
33. sealpupshawty
34. Sharedpizza148_
35. Sharpsight
36. Teal Anomaly
37. ThaSeaBass
38. TheGryphmeister
39. Time's Alchemist
40. Xon Astor
41. Wieder
42. WinderTP
43. Windgott
44. Zaowly
45. Zeph
46. Around 4 unidentified interlopers