

# "An Error Has Occurred" Error

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Sometimes when you have a lot of objects, tiles, or a very large custom Map, a generic "an error has occurred" or "request failed with status code 500" message displays. This error prevents you from adding too many objects that must load individually, which can put excess strain on participants' CPU and result in a poor experience for that participant.

If you run into this error, we recommend [creating separate Rooms](#) with smaller footprints to divide some of the objects into different Rooms. Another solution is to use third-party software like [Tiled](#) to create a [custom background](#) with objects built into the background (e.g., design a background image with trees, rather than adding individual tree objects to the Map). This will allow objects to load as a part of the background image, instead of individual objects within the Space.

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