Known Issues

Some unique issues, challenges, and technical limitations that have been identified regarding the specific software and the way they work within the League.

- Akkoma
- GoToSocial known issues
- Interoperability issues

Akkoma

Akkoma specific things.

GoToSocial known issues

If you unfollow/block someone and it doesn't seem to take immediately, restart the service; it's faster than waiting for it to kick in on its own.

Interoperability issues

Who amongst us hasn't broken notifications between two instances, really?