Make.com Error Cheat Sheet (2026)

Ignore → Skip · Break → Retry · Billing in credits

> Every Make.com error has a type, and the type tells you what to do next: wait and retry, fix the data, or fix the connection. Use this sheet when a run turns red. Find the error, try the first fix, and pick the handler that fits.

Error types

Error type	What it means	First fix	Handler
ConnectionError	App unavailable (502, 503, 504)	Wait; check the service's status page	Auto-retried*; Retry
RateLimitError	Too many requests (429)	Fewer items per run, Sleep, batch calls	Auto-retried*; Retry
ModuleTimeoutError	No response in time (40–60 s)	Retry; make the request smaller	Retry (auto-retried*)
DataError	App rejected the data, or a function got the wrong type	Check the input bundle; fix the mapping or format	Resume, or log + Skip
BundleValidationError	Empty required field or wrong type, caught before the module ran	Fix the mapping; filter out empty values	Log + Skip, or Resume
DuplicateDataError	App refuses a duplicate	Search before create, or update	Log + Skip
IncompleteDataError	Only part of the data arrived	Add a delay; try again later	Retry
RuntimeError	Catch-all app error	Read the message in History	Depends on message
MaxFileSizeExceededError	File larger than your plan allows	Compress, split, or pass a link	Log + Skip
MaxResultsExceededError	More results than the module may return	Narrow the search; paginate	None: fix design
⚠ **AccountValidationError**	Make can't log in to the app (often 401/403)	Check credentials; reconnect	None (can't be caught)
⚠ **InvalidAccessTokenError**	Access token invalid	Reauthorize the connection	None
⚠ **InvalidConfigurationError**	Module or scenario setup is wrong	Fix the module setup	None
⚠ **InconsistencyError**	Rollback couldn't safely undo changes	Check data by hand; avoid parallel writes	None
⚠ **OperationsLimitExceededError**	Out of credits	Buy credits or upgrade	None
⚠ **DataSizeLimitExceededError**	Data transfer quota used up	Buy credits or upgrade	None

⚠ = fatal: Make switches the scenario off immediately. * = Make retries it automatically when **Store incomplete executions** is on.

Warnings (the scenario stays on)

Warning	What it means	First fix
OutOfSpaceError	Data store or incomplete-executions storage is full	Delete old records; raise the limit
ExecutionInterruptedError	Run hit the time limit: 40 min on paid plans (5 min on Free); rest of the bundles skipped	Split the scenario; lower search limits

When Make switches a scenario off

- **Scheduled:** off after 3 errors in a row (default, "Errors before deactivation"). **Instant trigger** (webhook): off after the first error. ⚠ **Fatal errors:** off immediately.
- **Warnings don't count.** Skip and Resume end the run as a success, Retry and Commit as a warning, Rollback as an error that counts.

Where to find the error type

- Open the scenario → **History** → click the failed run → click the module with the red marker. The error type and message are shown there.
- Fix the cause first. Switching a disabled scenario back on without a fix only repeats the shutdown.

Full version with explanations and links: **flowpaja.com/guides/make-error-cheat-sheet/**

HTTP codes and app errors

HTTP status codes

Code	Meaning / fix	Retry?
400	Bad request: check body and fields	No
401	Bad credentials: reauthorize	No
403	Not allowed: add scopes, share file	No
404	Not found: check ID and account	No
409	Already exists: update, search first	No
410	Gone for good: new resource or URL	No
413	Body too large: send less or a link	No
422	Fails validation: fix the values	No
429	Rate limit: slow down, Retry-After	**Yes**
500	Server error at the service	**Yes**
502	Bad gateway (upstream error)	**Yes**
503	Unavailable or in maintenance	**Yes**
504	Gateway timeout: smaller requests	**Yes**

Make maps 429 → RateLimitError, 5xx → ConnectionError, other 4xx → RuntimeError.

HTTP module: set **Return error if HTTP request fails** to Yes (older module: "Evaluate all states as errors"). Otherwise a 4xx/5xx passes as success and no handler runs.

App errors

Google Sheets	
404 Requested entity was not found	Reselect the file; check the connected account
403 The caller does not have permission	Share the file with the connected account
429 Quota exceeded (60 reads + 60 writes/min per user)	Fewer calls: one Search Rows, fewer items per run
Gmail	
`invalid_grant` / 401	Reauthorize the connection
400 Invalid To header	Filter out empty addresses; `trim()`
Sending limit reached	Send fewer; Workspace: 2,000/day, resets over 24 h
Slack	
`channel_not_found`	Use the channel ID; invite the app; check workspace
`not_in_channel`	`/invite` the app to the channel
`invalid_auth`	Reauthorize the Slack connection
HubSpot	
409 Contact already exists	Search first (incl. secondary emails) or update that ID
400 VALIDATION_ERROR	Use the property's internal name; fix the value
403 MISSING_SCOPES	Reconnect and approve contact permissions
Shopify	
401 / 403 missing scope	Reconnect the store; approve all permissions
429 throttled	Retry; fewer calls per run
Orders older than 60 days missing	Needs `read_all_orders` (Shopify approval)
Make webhooks	
400 Queue is full	Switch the scenario on, fix errors so the queue drains
410 Gone	Unused for 5+ days: reconnect or make a new webhook
429 / over 5 MB	Max 300 requests per 10 s and 5 MB per request

Which handler when

- **Temporary** (429, 5xx, timeouts) → turn on Store incomplete executions; **Retry** for the rest.
- **Bad data** in one item you can drop → log it, then **Skip**.
- **Optional value missing** → **Resume** with a realistic default.
- **All-or-nothing** (ACID modules, data stores) → **Rollback** or **Commit**.
- **Auth, permission, config** → no handler fixes it: alert and fix.
- **No handler** (incomplete executions off) → fails like Rollback, counts.

The 3 settings that matter

- **Store incomplete executions:** On. Needed for Retry and auto-retries.
- **Errors before deactivation:** keep 3; add alerts instead of raising it.
- **Process data in order:** on for webhooks where order matters; one unresolved incomplete execution blocks later runs.

Names: Skip = old Ignore, Retry = old Break. Blueprints still say `builtin:Ignore` / `builtin:Break`.