

---- Minecraft Crash Report ----
// Don't do that.

Time: 5/25/20 12:43 PM

Description: mouseClicked event handler

```
java.lang.NoClassDefFoundError: Could not initialize class
sun.net.www.protocol.https.DelegateHttpsURLConnection
    at
sun.net.www.protocol.https.HttpsURLConnectionImpl.<init>(HttpsURLConnectionImpl.java:86)
    at
sun.net.www.protocol.https.Handler.openConnection(Handler.java:62)
    at
sun.net.www.protocol.https.Handler.openConnection(Handler.java:57)
    at java.net.URL.openConnection(URL.java:979)
    at io.netty.bootstrap.Bootstrap.<clinit>(Bootstrap.java:348)
    at kt.a(SourceFile:317)
    at dbn.a(SourceFile:1677)
    at djl$a.e(SourceFile:379)
    at djl$a.a(SourceFile:311)
    at java.util.Optional.ifPresent(Optional.java:159)
    at djf(SourceFile:51)
    at dcv.onPress(SourceFile:18)
    at dcq.onClick(SourceFile:15)
    at dct.mouseClicked(SourceFile:150)
    at ddr.mouseClicked(SourceFile:27)
    at dbo.b(SourceFile:86)
    at dgb.wrapScreenError(SourceFile:447)
    at dbo.a(SourceFile:86)
    at dbo.c(SourceFile:150)
    at ais.execute(SourceFile:94)
    at dbo.b(SourceFile:150)
    at
org.lwjgl.glfw.GLFWMouseButtonCallbackI.callback(GLFWMouseButtonCallbackI.java:36)
    at org.lwjgl.system.JNI.invokeV(Native Method)
    at org.lwjgl.glfw.GLFW.glfwWaitEventsTimeout(GLFW.java:3129)
    at
com.mojang.blaze3d.systems.RenderSystem.limitDisplayFPS(SourceFile:123)
    at dbn.d(SourceFile:1015)
    at dbn.d(SourceFile:619)
    at net.minecraft.client.main.Main.main(SourceFile:204)
```

A detailed walkthrough of the error, its code path and all known details is as follows:

-- Head --

Thread: Render thread

Stacktrace:

```
    at
sun.net.www.protocol.https.HttpURLConnectionImpl.<init>(HttpsURLConnectionImpl.java:86)
    at
sun.net.www.protocol.https.Handler.openConnection(Handler.java:62)
    at
sun.net.www.protocol.https.Handler.openConnection(Handler.java:57)
    at java.net.URL.openConnection(URL.java:979)
    at io.netty.bootstrap.Bootstrap.<clinit>(Bootstrap.java:348)
    at kt.a(SourceFile:317)
    at dbn.a(SourceFile:1677)
    at djl$a.e(SourceFile:379)
    at djl$a.a(SourceFile:311)
    at java.util.Optional.ifPresent(Optional.java:159)
    at djk.f(SourceFile:51)
    at dcv.onPress(SourceFile:18)
    at dcq.onClick(SourceFile:15)
    at dct.mouseClicked(SourceFile:150)
    at ddr.mouseClicked(SourceFile:27)
    at dbo.b(SourceFile:86)
```

-- Affected screen --

Details:

Screen name: djk

Stacktrace:

```
    at dgb.wrapScreenError(SourceFile:447)
    at dbo.a(SourceFile:86)
    at dbo.c(SourceFile:150)
    at ais.execute(SourceFile:94)
    at dbo.b(SourceFile:150)
    at
org.lwjgl.glfw.GLFWMouseButtonCallbackI.callback(GLFWMouseButtonCallbackI.java:36)
    at org.lwjgl.system.JNI.invokeV(Native Method)
    at org.lwjgl.glfw.GLFW.glfwWaitEventsTimeout(GLFW.java:3129)
    at
com.mojang.blaze3d.systems.RenderSystem.limitDisplayFPS(SourceFile:123)
    at dbn.d(SourceFile:1015)
    at dbn.d(SourceFile:619)
    at net.minecraft.client.main.Main.main(SourceFile:204)
```

-- System Details --

Details:

Minecraft Version: 1.15.2

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Operating System: Mac OS X (x86_64) version 10.15.4
Java Version: 1.8.0_74, Oracle Corporation
Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Oracle Corporation
Memory: 568671544 bytes (542 MB) / 1744830464 bytes (1664 MB)
up to 2147483648 bytes (2048 MB)
CPUs: 8
JVM Flags: 8 total; -Xss1M -Xmx2G -XX:
+UnlockExperimentalVMOptions -XX:+UseG1GC -XX:G1NewSizePercent=20
-XX:G1ReservePercent=20 -XX:MaxGCPauseMillis=50
-XX:G1HeapRegionSize=32M
Launched Version: 1.15.2
Backend library: LWJGL version 3.2.1 build 12
Backend API: Intel(R) Iris(TM) Plus Graphics 645 GL version
2.1 INTEL-14.5.22, Intel Inc.
GL Caps: Using framebuffer using ARB_framebuffer_object
extension
Using VBOs: Yes
Is Modded: Probably not. Jar signature remains and client
brand is untouched.
Type: Client (map_client.txt)
Resource Packs:
Current Language: English (US)
CPU: 8x Intel(R) Core(TM) i5-8257U CPU @ 1.40GHz