---- Minecraft Crash Report ----

// Ooh. Shiny.

Time: 6/22/16 5:33 PM

Description: Server forgot to send required information to construct BlockEntity

java.lang.RuntimeException: Missing BlockEntity

at bqy.b(SourceFile:162)

at bqu.a(SourceFile:100)

at bqu.run(SourceFile:43)

at java.lang.Thread.run(Thread.java:745)

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

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-- BlockEntity missing instance data --

Details:

BlockState: minecraft:furnace[facing=east]

Block coordinates: World: (1105,206,1488), Chunk: (at 1,12,0 in 69,93; contains blocks 1104,0,1488 to 1119,255,1503), Region: (2,2; contains chunks 64,64 to 95,95, blocks 1024,0,1024 to 1535,255,1535)

-- Affected level --

Details:

Level name: MpServer

All players: 1 total; [bnn['0\_rin\_okumura\_0'/920374, l='MpServer', x=1110.76, y=204.00, z=1529.89]]

Chunk stats: MultiplayerChunkCache: 121, 121

Level seed: 0

Level generator: ID 00 - default, ver 1. Features enabled: false

Level generator options:

Level spawn location: World: (1095,208,1506), Chunk: (at 7,13,2 in 68,94; contains blocks 1088,0,1504 to 1103,255,1519), Region: (2,2; contains chunks 64,64 to 95,95, blocks 1024,0,1024 to 1535,255,1535)

Level time: 417206837 game time, 417251993 day time

Level dimension: 0

Level storage version: 0x00000 - Unknown?

Level weather: Rain time: 0 (now: false), thunder time: 0 (now: false)

Level game mode: Game mode: survival (ID 0). Hardcore: false. Cheats: false

Forced entities: 10 total; [bnn['0\_rin\_okumura\_0'/920374, l='MpServer', x=1110.76, y=204.00, z=1529.89], aam['Arrow'/920382, l='MpServer', x=1154.00, y=68.94, z=1526.31], zi['Zombie'/920380, l='MpServer', x=1151.50, y=90.00, z=1555.50], yp['Creeper'/920381, l='MpServer', x=1149.50, y=94.00, z=1554.50], we['Cow'/920378, l='MpServer', x=1113.56, y=70.00, z=1541.34], wl['Sheep'/920379, l='MpServer', x=1139.78, y=67.00, z=1553.38], we['Cow'/920376, l='MpServer', x=1119.16, y=67.00, z=1504.50], wk['Rabbit'/920377, l='MpServer', x=1097.50, y=66.00, z=1533.72], wi['Pig'/920388, l='MpServer', x=1071.81, y=69.00, z=1563.44], wi['Pig'/920384, l='MpServer', x=1063.53, y=58.00, z=1550.84]]

Retry entities: 0 total; []

Server brand: Waterfall (git:Waterfall-Bootstrap:1.10-SNAPSHOT:d81461f:unknown) <- PaperSpigot

Server type: Non-integrated multiplayer server

Stacktrace:

at bln.a(SourceFile:364)

at bcx.b(SourceFile:2535)

at bqu.run(SourceFile:49)

at java.lang.Thread.run(Thread.java:745)

-- System Details --

Details:

Minecraft Version: 1.10.1

Operating System: Windows 8.1 (amd64) version 6.3

Java Version: 1.8.0\_25, Oracle Corporation

Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed mode), Oracle Corporation

Memory: 125523912 bytes (119 MB) / 227876864 bytes (217 MB) up to 1060372480 bytes (1011 MB)

JVM Flags: 6 total; -XX:HeapDumpPath=MojangTricksIntelDriversForPerformance\_javaw.exe\_minecraft.exe.heapdump -Xmx1G -XX:+UseConcMarkSweepGC -XX:+CMSIncrementalMode -XX:-UseAdaptiveSizePolicy -Xmn128M

IntCache: cache: 0, tcache: 0, allocated: 13, tallocated: 95

Launched Version: 1.10.1

LWJGL: 2.9.4

OpenGL: ~~ERROR~~ RuntimeException: No OpenGL context found in the current thread.

GL Caps: Using GL 1.3 multitexturing.

Using GL 1.3 texture combiners.

Using framebuffer objects because OpenGL 3.0 is supported and separate blending is supported.

Shaders are available because OpenGL 2.1 is supported.

VBOs are available because OpenGL 1.5 is supported.

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)

Profiler Position: N/A (disabled)

CPU: 2x Intel(R) Celeron(R) CPU N2830 @ 2.16GHz