

---- Minecraft Crash Report ----
// I blame Dinnerbone.

Time: 3/20/19 9:52 PM

Description: Rendering screen

```
java.lang.IndexOutOfBoundsException: Index: 0, Size: 0
    at java.util.ArrayList.rangeCheck(ArrayList.java:653)
    at java.util.ArrayList.get(ArrayList.java:429)
    at azr.a(SourceFile:383)
    at baz.a(SourceFile:589)
    at cyi.getTooltipFromItem(SourceFile:108)
    at cyi.renderTooltip(SourceFile:104)
    at czc.a(SourceFile:182)
    at czm.render(SourceFile:29)
    at dje.a(SourceFile:688)
    at cua.d(SourceFile:970)
    at cua.b(SourceFile:413)
    at net.minecraft.client.main.Main.main(SourceFile:154)
```

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

-- Head --

Thread: Client thread

Stacktrace:

```
    at java.util.ArrayList.rangeCheck(ArrayList.java:653)
    at java.util.ArrayList.get(ArrayList.java:429)
    at azr.a(SourceFile:383)
    at baz.a(SourceFile:589)
    at cyi.getTooltipFromItem(SourceFile:108)
    at cyi.renderTooltip(SourceFile:104)
    at czc.a(SourceFile:182)
    at czm.render(SourceFile:29)
```

-- Screen render details --

Details:

Screen name: czm

Mouse location: Scaled: (365, 151). Absolute: (730.433594, 302.015625)

Screen size: Scaled: (640, 400). Absolute: (1280, 800). Scale factor of 2.000000

-- Affected level --

Details:

Level name: MpServer

All players: 1 total; [dir['Heatsauce70506'/420, l='MpServer',

```
x=-393.25, y=73.00, z=-46.35]]
    Chunk stats: MultiplayerChunkCache: 441, 357
    Level seed: 0
    Level generator: ID 00 - default, ver 1. Features enabled:
false
    Level generator options: {}
    Level spawn location: World: (-312,62,-26), Chunk: (at 8,3,6
in -20,-2; contains blocks -320,0,-32 to -305,255,-17), Region:
(-1,-1; contains chunks -32,-32 to -1,-1, blocks -512,0,-512 to
-1,255,-1)
    Level time: 15655048 game time, 1281069 day time
    Level dimension: 0
    Level storage version: 0x000000 - Unknown?
    Level weather: Rain time: 0 (now: false), thunder time: 0
(now: false)
    Level game mode: Game mode: creative (ID 1). Hardcore: false.
Cheats: false
    Server brand: vanilla
    Server type: Integrated singleplayer server
Stacktrace:
    at dgh.a(SourceFile:447)
    at cua.b(SourceFile:1936)
    at cua.b(SourceFile:421)
    at net.minecraft.client.main.Main.main(SourceFile:154)
```

-- System Details --

Details:

```
    Minecraft Version: 19w12a
    Operating System: Mac OS X (x86_64) version 10.14.3
    Java Version: 1.8.0_74, Oracle Corporation
    Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed
mode), Oracle Corporation
    Memory: 642911536 bytes (613 MB) / 2147483648 bytes (2048 MB)
up to 2147483648 bytes (2048 MB)
    JVM Flags: 8 total; -Xss1M -Xmx2G -XX:
+UnlockExperimentalVMOptions -XX:+UseG1GC -XX:G1NewSizePercent=20 -
XX:G1ReservePercent=20 -XX:MaxGCPauseMillis=50 -
XX:G1HeapRegionSize=32M
    Launched Version: 19w12a
    LWJGL: 3.2.1 build 12
    OpenGL: Intel HD Graphics 4000 OpenGL Engine GL version 2.1
INTEL-12.4.7, Intel Inc.
    GL Caps: Using GL 1.3 multitexturing.
Using GL 1.3 texture combiners.
Using framebuffer objects because ARB_framebuffer_object 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: vanilla, programer_art

Current Language: English (US)

CPU: 4x Intel(R) Core(TM) i5-3210M CPU @ 2.50GHz