

----- Minecraft Crash Report -----

// Hi. I'm Minecraft, and I'm a crashaholic.

Time: 28/02/16 16:10

Description: Initializing game

bmg: Unable to fit: minecraft:blocks/noteblock - size: 64x64 - Maybe try a lowerresolution resourcepack?

```
    at bmf.c(SourceFile:60)
    at bmh.b(SourceFile:197)
    at bmh.a(SourceFile:77)
    at bot.j(SourceFile:553)
    at bot.a(SourceFile:139)
    at bou.a(SourceFile:23)
    at bnn.a(SourceFile:99)
    at ave.am(SourceFile:448)
    at ave.a(SourceFile:310)
    at net.minecraft.client.main.Main.main(SourceFile:124)
```

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

-- Head --

Stacktrace:

```
    at bmf.c(SourceFile:60)
    at bmh.b(SourceFile:197)
    at bmh.a(SourceFile:77)
    at bot.j(SourceFile:553)
    at bot.a(SourceFile:139)
    at bou.a(SourceFile:23)
    at bnn.a(SourceFile:99)
    at ave.am(SourceFile:448)
```

-- Initialization --

Details:

Stacktrace:

```
    at ave.a(SourceFile:310)
    at net.minecraft.client.main.Main.main(SourceFile:124)
```

-- System Details --

Details:

```
Minecraft Version: 1.8.9
Operating System: Mac OS X (x86_64) version 10.11.3
Java Version: 1.8.0_74, Oracle Corporation
Java VM Version: Java HotSpot(TM) 64-Bit Server VM (mixed
mode), Oracle Corporation
Memory: 124065328 bytes (118 MB) / 271613952 bytes (259 MB)
up to 1060372480 bytes (1011 MB)
JVM Flags: 5 total; -Xmx1G -XX:+UseConcMarkSweepGC -XX:
+CMSIncrementalMode -XX:-UseAdaptiveSizePolicy -Xmn128M
IntCache: cache: 0, tcache: 0, allocated: 0, tallocated: 0
```

Launched Version: 1.8.9
LWJGL: 2.9.2
OpenGL: ATI Radeon HD 2600 PRO OpenGL Engine GL version 2.1
ATI-10.0.40, ATI Technologies 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: No
Is Modded: Probably not. Jar signature remains and client
brand is untouched.
Type: Client (map_client.txt)
Resource Packs: LunaCraft 1, SarpinPack V3
Current Language: Español (España)
Profiler Position: N/A (disabled)
CPU: 2x Intel(R) Core(TM)2 Duo CPU E8335 @ 2.66GHz