// Ooh. Shiny.

Time: 7/9/13 1:31 PM

Description: Deserializing Message

java.lang.ClassCastException: com.google.gson.JsonPrimitive cannot be cast to com.google.gson.JsonObject

 at cw.a(SourceFile:14)

 at cw.deserialize(SourceFile:10)

 at com.google.gson.TreeTypeAdapter.read(TreeTypeAdapter.java:58)

 at com.google.gson.Gson.fromJson(Gson.java:795)

 at com.google.gson.Gson.fromJson(Gson.java:761)

 at com.google.gson.Gson.fromJson(Gson.java:710)

 at com.google.gson.Gson.fromJson(Gson.java:682)

 at cu.c(SourceFile:220)

 at bcn.a(SourceFile:518)

 at dl.a(SourceFile:49)

 at cn.b(SourceFile:350)

 at bcn.d(SourceFile:95)

 at bcu.b(SourceFile:60)

 at atn.k(SourceFile:1380)

 at atn.S(SourceFile:662)

 at atn.d(SourceFile:618)

 at net.minecraft.client.main.Main.main(SourceFile:101)

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

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-- Head --

Stacktrace:

 at cw.a(SourceFile:14)

 at cw.deserialize(SourceFile:10)

 at com.google.gson.TreeTypeAdapter.read(TreeTypeAdapter.java:58)

 at com.google.gson.Gson.fromJson(Gson.java:795)

 at com.google.gson.Gson.fromJson(Gson.java:761)

 at com.google.gson.Gson.fromJson(Gson.java:710)

 at com.google.gson.Gson.fromJson(Gson.java:682)

-- Serialized Message --

Details:

 JSON string: Cannot send chat message.

Stacktrace:

 at cu.c(SourceFile:220)

 at bcn.a(SourceFile:518)

 at dl.a(SourceFile:49)

 at cn.b(SourceFile:350)

 at bcn.d(SourceFile:95)

-- Affected level --

Details:

 Level name: MpServer

 All players: 1 total; [bcx['Mntdewmania'/1860553, l='MpServer', x=330.75, y=103.62, z=23.66]]

 Chunk stats: MultiplayerChunkCache: 169

 Level seed: 0

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

 Level generator options:

 Level spawn location: World: (1683,89,-4006), Chunk: (at 3,5,10 in 105,-251; contains blocks 1680,0,-4016 to 1695,255,-4001), Region: (3,-8; contains chunks 96,-256 to 127,-225, blocks 1536,0,-4096 to 2047,255,-3585)

 Level time: 72258111 game time, 72499683 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: 1 total; [bcx['Mntdewmania'/1860553, l='MpServer', x=330.75, y=103.62, z=23.66]]

 Retry entities: 0 total; []

Stacktrace:

 at bcu.a(SourceFile:284)

 at atn.k(SourceFile:1387)

 at atn.S(SourceFile:662)

 at atn.d(SourceFile:618)

 at net.minecraft.client.main.Main.main(SourceFile:101)

-- Affected level --

Details:

 Level name: MpServer

 All players: 1 total; [bcx['Mntdewmania'/1860553, l='MpServer', x=330.75, y=103.62, z=23.66]]

 Chunk stats: MultiplayerChunkCache: 169

 Level seed: 0

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

 Level generator options:

 Level spawn location: World: (1683,89,-4006), Chunk: (at 3,5,10 in 105,-251; contains blocks 1680,0,-4016 to 1695,255,-4001), Region: (3,-8; contains chunks 96,-256 to 127,-225, blocks 1536,0,-4096 to 2047,255,-3585)

 Level time: 72258111 game time, 72499683 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: 1 total; [bcx['Mntdewmania'/1860553, l='MpServer', x=330.75, y=103.62, z=23.66]]

 Retry entities: 0 total; []

-- System Details --

Details:

 Minecraft Version: 1.6.1

 Operating System: Windows 8 (amd64) version 6.2

 Java Version: 1.7.0\_21, Oracle Corporation

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

 Memory: 171038584 bytes (163 MB) / 271646720 bytes (259 MB) up to 954466304 bytes (910 MB)

 JVM Flags: 1 total; -Xmx1G

 AABB Pool Size: 7955 (445480 bytes; 0 MB) allocated, 15 (840 bytes; 0 MB) used

 Suspicious classes: No suspicious classes found.

 IntCache: cache: 0, tcache: 0, allocated: 3, tallocated: 63

 Launched Version: 1.6.1

 LWJGL: 2.9.0

 OpenGL: Intel(R) HD Graphics GL version 3.1.0 - Build 9.17.10.2849, Intel

 Is Modded: Probably not. Jar signature remains and client brand is untouched.

 Type: Client (map\_client.txt)

 Resource Pack: Sphax PureBDcraft 64x MC15-converted-1373390909696.zip

 Profiler Position: N/A (disabled)

 Vec3 Pool Size: 568 (31808 bytes; 0 MB) allocated, 18 (1008 bytes; 0 MB) used